

YUZUKO NAKAMURA

COMPUTER SCIENCE DEPARTMENT
CARNEGIE MELLON UNIVERSITY
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■ EDUCATION

Carnegie Mellon University August 2012 - May 2018
PhD student in Computer Science Department (expected)

Relevant graduate coursework: Human Motion Modeling and Analysis,
Physically Based Character Animation, Visual Computing Systems,
Machine Learning, Advanced and Distributed Operating Systems

University of Illinois at Urbana-Champaign August 2006 - May 2010
Major: B.S. in Computer Science Minor: Business GPA 3.96/4.00

■ PUBLICATIONS

Y. C. Nakamura, D. M. Troniak, A. Rodriguez, M. T. Mason, N. S. Pollard, "The Complexities of Grasping in the Wild," in *IEEE-RAS International Conference on Humanoid Robots (Humanoids)*, 2017.

J. Liu, F. Feng, **Y. C. Nakamura**, N. S. Pollard, "A Taxonomy of Everyday Grasps in Action," in *IEEE-RAS International Conference on Humanoid Robots (Humanoids)*, 2014.

• Revised and updated for a book chapter: "Annotating Everyday Grasps in Action," in *Dance Notations and Robot Motion*, J. Laumond and N. Abe eds., Springer, 2016.

■ WORK UNDER REVIEW

Y. C. Nakamura, C. A. O'Sullivan, N. S. Pollard, "Effect of Object and Task Properties on Bimanual Transport," (revise and resubmit).

■ PRESENTATIONS

Grasp poses found in a bowl transport task. Poster presentation at the Northeast Robotics Colloquium (NERC), Cornell University, Ithaca, NY, October 29, 2016

■ WORK EXPERIENCE

Lab Associate (Research Intern) — Disney Research Summer 2015

- Studied bimanual grasping in kitchen and everyday settings from video
- Conducted observational study on how object properties (size and weight) and task properties (start/end position and balance) affect grasping strategy and pose

Software Engineer — HP (Palm GBU) July 2010 – February 2012

- Wrote code to get Skype video calling working on devices, including picture-in-picture logic and an altered media session broker for handling Skype sessions
- Fixed issues related to looping of video streams
- Installed, set up, and documented Boost and gmock frameworks for unit testing

Software Development Intern — Palm, Inc.

• Created a memory- and processor-usage monitoring application for a smart- phone, which involved writing a service and a library in C and making a webOS application using JavaScript Summer 2009

• Developed applications for testing audio and video playback, camera functions, and HTTP streaming on new phone systems using HTML, JavaScript, and C Summer 2008

■ TEACHING

Teaching Assistant — Carnegie Mellon University

- 15-462: Computer Graphics Fall 2014
- 15-451: Algorithm Design and Analysis Fall 2013

Section Leader — University of Illinois at Urbana-Champaign

- CS 173: Discrete Mathematics Fall 2007 - Spring 2009

■ SKILLS

Computer: Proficient in C/C++, Python, MATLAB, Java, C#, SQL; HTML, CSS, JavaScript, and web design; LaTeX; Adobe Photoshop, Adobe Illustrator, GIMP, and Inkscape; Subversion and git; and Unix/Linux, Windows, and Mac OS X

Additional: Computer and hand drawing, basic statistics, conversational Japanese

■ LEADERSHIP / ACTIVITIES

Tech4Society

- Founding member of a student group that works with and donates technical skills (programming, data visualization, design, cybersecurity consulting, etc.) to local organizations January 2017 - present

Math Tutor

- Tutored three adult students working toward high school equivalency certifications, developing their math skills (3 hours weekly) February 2017 - present

SCS Musical

- Produced and directed musicals performed by computer science graduate students Spring 2014, Spring 2015, Fall 2015

Women@SCS TechNights

- Volunteered for outreach workshops for middle school girls Fall 2012 - Spring 2014
- Led sessions on stop motion video and data structures (stacks and queues)

Women in Computer Science

- Vice-President (2009-10) - contacted companies to schedule monthly corporate and academic tech talks for general meetings for the 2009-10 school year 2006 - 2010
- Secretary (2008-09); Webmaster (2007-08)
- ChicTech Member (2006-10) - department's outreach program to high schools to interest young women in CS; presented a PowerPoint introducing CS to high school students, planned JavaScript and Blender workshops, and volunteered throughout a CS-themed weekend retreat for high school girls

Gamebuilders

- Led a 4-member C#/XNA game project team that created a Tetris game and presented at Engineering Open House 2009 - 2010
- Helped organize and advertise a corporate-sponsored coding contest (Gamebuild-a-thon) where 11 student teams competed

■ HONORS & AWARDS

NSF Graduate Research Fellowship Honorable Mention (2014)

Boeing Women in Engineering Scholarship (2009)

Cisco Undergraduate WCS Scholarship (07 & 09)

Edward Hussemann Memorial Scholarship (06-10)

John R. Pasta Award (2009)

Awarded to an outstanding CS junior based on academic merit

William and Ruth Witt Scholarship (2008)

William and Elizabeth Ackerman Scholarship (06-10)