Curriculum Vitae

Ryoichi Ando, Ph.D.

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Education

April 2011 - March 2014	Ph.D. in Design, Kyushu University, Japan.
April 2009 - March 2011	Master of Design, Kyushu University, Japan.
April 2005 - March 2009	Bachelor of Design, Kyushu University, Japan.

Career

April 2016 - Present	Assistant Professor at National Institute of Informatics
April 2014 - March 2016	JSPS Fellowships Postdoctoral Researcher at IST Austria
May 2012 - March 2014	Visiting Scientist at IST Austria
April 2011 - March 2013	JSPS Fellowships Doctoral Researcher (DC1) at Kyushu University

Funding

August 2016	Grant-in-Aid for Young Scientists (Start-up)
March 2014	Grant-in-Aid for Scientific Research (Kakenhi) for JSPS Research Fellowships for Young Scientists (DC1). Duration: 3 years.

Awards

May 2015	Günter Enderle Best Paper Award, Eurographics 2015
March 2014	Research Award from Kyushu University
December 2013	Research Award from The Institute of Image Information and Television Engineers
April 2012	Kyushu University Student Support Association Research Award
August 2011	Honorable Mention, Symposium on Computer Animation (SCA) 2011

Community Service

CASA 2017 - Committee

SCA 2016 - Committee

Pacific Graphics 2016 - Committee

VC/GCAD 2015, 2016 (Japanese conference) - Committee

Invited Talks

June 2015	University of Tsukuba - Principle of Fluid Simulations for Computer Graphics (Collo -quim) at Tsukuba, Japan.
June 2015	VC/GCAD - A Stream Function Solver for Liquid Simulations at Himeji, Japan.

May 2015	ETH Zürich - Visual Computing Talk: A Stream Function Solver for Liquid Simulations at Zürich, Switzerland.
July 2013	VC/GCAD- Highly Adaptive Liquid Simulations on Tetrahedral Meshes at Aomori, Japan
July 2013	Digital Domain (Chalk Talk) - Highly Adaptive Liquid Simulations on Tetrahedral Meshes at California, U.S.

Book Chapters

June 2015	Computer Graphics Gems JP 2012, Chaper 13 (Generating marble patterns) and 14 (FLIP - a hybrid simulation with grids and particles), in Japanese), 35 pages long alto gether. ISBN: 978-4-86246-185-8. Published by Born Digital, Inc, Japan.

Peer-reviewed Journal Papers

(1) Florian Ferstl, Ryoichi Ando, Chris Wojtan, Rüdiger Westermann and Nils Thuerey. “Narrow Band FLIP for Liquid Simulations”, Computer Graphics Forum 2016 (Eurographics 2016)

(2) Ryoichi Ando, Nils Thürey and Chris Wojtan. “A Stream Function Solver for Liquid Simulations” ACM Transactions on Graphics, vol. 34 (4) (SIGGRAPH) 2015. DOI: 10.1145/2766935

(3) Ryoichi Ando, Nils Thürey and Chris Wojtan. “A Dimension-reduced Pressure Solver for Liquid Simulations” Computer Graphics Forum 2015, vol 34 (2) (Eurographics 2015). DOI: 10.1111/cgf.12576

(4) Ryoichi Ando, Nils Thürey and Chris Wojtan. “Highly Adaptive Liquid Simulations on Tetrahedral Meshes” ACM Transactions on Graphics, vol. 32 (4) (SIGGRAPH) 2013. DOI: 10.1145/2461912.2461982

(5) Ryoichi Ando, Nils Thürey and Reiji Tsuruno. “Preserving Fluid Sheets with Adaptively Sampled Anisotropic Particles” IEEE Transactions on Visualization and Computer Graphics, vol. 18 (8) (TVCG) 2012. DOI: 10.1109/TVCG.2012.87

(6) Ryoichi Ando and Reiji Tsuruno. “Vector Graphics Depicting Marbling Flow” Computers & Graphics. vol. 35 (1), (C&G) 2011. DOI: 10.1016/j.cag.2010.11.002

Peer-reviewed Conference Papers

(7) Ryoichi Ando and Reiji Tsuruno. “A Particle-based Method for Preserving Fluid Sheets” In Proceedings of the 2011 ACM SIGGRAPH/Eurographics Symposium on Computer Animation (SCA '11), ACM, New York, NY, USA, 7-16. DOI: 10.1145/2019406.2019408

(8) Ryoichi Ando and Reiji Tsuruno. “Vector Fluid: A Vector Graphics Depiction of Surface Flows”. In Proceedings of the 8th International Symposium on Non-Photorealistic Animation and Rendering (NPAR '10). ACM, New York, NY, USA, 129-135. DOI: 10.1145/1809939.1809954

Peer-reviewed Conference Short Papers, Sketches and Posters

(9) Ryoichi Ando and Reiji Tsuruno. “Segmental Brush Synthesis with Stroke Images”. Eurographics Shortpaper, 4 pages. 2010. DOI: 10.2312/egsh.20101055

(10) Ryoichi Ando and Reiji Tsuruno. “High-frequency aware PIC/FLIP in liquid animation.” In ACM SIGGRAPH ASIA 2010 Sketches (SA '10). ACM, New York, NY, USA, Article 25 , 2 pages. 2010. DOI: 10.1145/1899950.1899975

Art Competition

(11) Darwin's Lake: Sketch-Based Creature Creation System Enables Users to Collaborate with Contents Designers, Kazuhiko Yamamoto, Toki Takeda, Ryoichi Ando, Syota Kawano. ADAA 2009 Best Interactive Digital Art Award (Japanese Art Competition), SIGGRAPH 2010 Posters. (Collaboration project for Serious Game Project 09. Contributed on UI engineering and background paintings)

Teaching

October 2016 - Present	Digital Media Infrastructure (omnibus module at National Institute of Informatics)
April 2016 - Present	An Introduction of Information Media (omnibus module at National Institute of Informatics)
June 2016 - Present	Introduction to Computer Graphics 2016 at The University of Tokyo (In charge of fluid simulations)
October 2009 - November 2010	Teaching Assistant, Computer Graphics Seminar at Kyushu University
April 2010 - September 2010	Teaching Assistant, Information Science Seminar at Kyushu University

Skills and Expertise

- Digital Painting
- Linux Development
- MATLAB
- C/C++ STL

Languages

- Japanese (Native)
- English (Professional working proficiency)