

Kei Katsumata

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Education

Keio University , Kanagawa, Japan <i>Master of Open and Environmental Systems in Computer Science</i>	Mar 2025 – Present
Keio University , Kanagawa, Japan <i>Bachelor of Science and Engineering in Computer Science</i>	Apr 2021 – Mar 2025
Seikei High School , Tokyo, Japan	Apr 2018 – Mar 2021

Experience

Keio University , Research Assistant	Jan 2025 – Present
CyberAgent, Inc. (ABEMA Ad) , Backend Engineer Internship	Nov 2023 – Dec 2023
DMM.com LLC (DMM TV) , Backend Engineer Internship	Aug 2023 – Sep 2023
looking up Inc. , Full Stack Engineer Internship	Jan 2023 – Feb 2024
Keio Univ. AI & Advanced Programming Consortium , Education Internship	Jun 2022 – Mar 2024
Coconala Inc. , Data Science Internship	Jun 2021 – Apr 2023
HAIT Lab (Standard Inc.) , Project Lead (6th Term)	Jul 2021 – Dec 2021

Publications

Journal

Kei Katsumata, Motonari Kambara, Daichi Yashima, Ryosuke Korekata, Komei Sugiura,
 “Mobile Manipulation Instruction Generation From Multiple Images With Automatic Metric Enhancement,” *IEEE Robotics and Automation Letters (IEEE RA-L)*, Vol. 10, No. 3, pp. 3022–3029, 2025.
 DOI: [10.1109/LRA.2025.3539086](https://doi.org/10.1109/LRA.2025.3539086) [🔗](#) Impact Factor (2023): 4.6 h5-index: 117

International Conferences

Kei Katsumata, Yui Iioka, Naoki Hosomi, Teruhisa Misu, Kentaro Yamada, Komei Sugiura,
 “GENNAV: Polygon Mask Generation for Generalized Referring Navigable Regions,” *Conference on Robot Learning (CoRL)*, 2025. Acceptance rate: 35.8%. [Project Page](#) [🔗](#)
Kei Katsumata, Motonari Kambara, Daichi Yashima, Ryosuke Korekata, Komei Sugiura,
 “Mobile Manipulation Instruction Generation From Multiple Images With Automatic Metric Enhancement,” *IEEE RA-L*, to be presented at *ICRA 2026*, Vienna, Austria.

Scholarships

Hoshizaki Shinsei Foundation Scholarship , JPY 3,360,000	Apr 2025 – Mar 2027
Repayment Exemption of JASSO Scholarship (Category 1) , JPY 2,112,000	Apr 2025 – Mar 2027

Projects

Sake Recommendation App (in progress) 2025–

- Designing application specs and search algorithms to promote Japanese sake globally. (To appear)

Sanah – Engagement Management Platform 2022–2023

- Full-cycle ownership (schema & infra design, frontend/backend, ops & sales) of a TS/NestJS/AWS product adopted by multiple companies.

Career Site “ATLAS” (now “CareerPod”) 2021–2022

- Helped launch a career platform supporting students from freshmen to job seekers (slow job-hunting concept).

Leadership & Community

Crich – Representative 2021–2023

- Scaled a student community to ~50 members; organized 81 events (6,000+ attendees), incl. a 240-person paid event at Tokyo International Forum; led external partnerships with dozens of companies; total media users 60,000+.

HAIT Lab – 6th Term Representative 2021

- Led Japan’s largest student ML engineer community initiatives; organized events for 80+ university students.

Skills

Programming Languages Python, TypeScript, Go, C#, SQL, PHP, Java, GAS, C/C++, Ruby, LaTeX
Software Tools: ML&Data (PyTorch, BigQuery, Databricks), Robotics (CARLA, AirSim, IsaacSim, ROS, Gazebo), Python libraries (NumPy, OpenCV, SciPy, matplotlib, etc), Git, GitHub/GitLab, Docker, AWS, GCP, Cursor
Languages: Japanese (Native), English, German

Additional

International Background: 10 years in Germany; strong intercultural communication.

Research Interests: Vision and Language, Autonomous Driving, 4D/3D.

Interests: Live music enthusiast (attend ~40 shows/year).