

Rintaro Otsubo

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Education

Keio University

M.Eng. in Computer Science, GPA 3.88

April 2025 - March 2027 (Expected)
Tokyo, Japan

Keio University

B.Eng. in Department of Information and Computer Science

April 2021 - March 2025
Tokyo, Japan

RWTH Aachen University

Computer Science, an exchange program

October 2023 - July 2024
Aachen, Germany

Research Experience

Hyper Vision Research Laboratory, Keio University

Machine Learning and Computer Vision Research under Professor Hideo Saito

April 2024 - today

Carnegie Mellon University

Collaborate Research with Professor. Min Xu

August 2025 - today

International Conference

- Players tracking and identification for minimap generation in American football, **Rintaro Otsubo, Kazami Ishii, Hideo Saito**, *Meeting on 8th International ACM Workshop on Multimedia Content Analysis in Sports, Dublin, Ireland, 2025*
- Hand Held Multi-Object Tracking Dataset in American Football, **Rintaro Otsubo, Kanta Sawafuji, Hideo Saito**, *Meeting on 8th International ACM Workshop on Multimedia Content Analysis in Sports, Dublin, Ireland, 2025*
- Jersey Number Recognition for American Football with SoccerNet Dataset, **Rintaro Otsubo, Kazami Ishii, Hideo Saito**, *Meeting on International Workshop of Frontiers of Computer Vision 2025. Seoul, South Korea, 2025*
- Player Position Tracking Through Bird's-Eye View Conversion of Handheld American Football Videos, **Kazami Ishii, Rintaro Otsubo, Hideo Saito**, *Meeting on International Workshop on Frontiers of Computer Vision 2025. Seoul, South Korea, 2025*

Awards and Scholarship

- **Ranked 5th in the SoccerNet 2025 Monocular Depth Estimation Challenge @ CVPR**
Y.Kageyama, R.Itsuji, **R.Otsubo**, K.Sawafuji, T.Kurihara, T.Abe, H.Saito
- **KLL (Keio Leading-edge Laboratory of Science and Technology) Master's Research Grant**
250,000 yen to promote talent in the field of science and technology
- **Japan Student Organization**
Awarded a scholarship for the exchange program

Industrial Experience

Co-founder, Hicrea Co.Ltd

Co-founded as a ML engineer and participated in the strategy planning.

May 2024 - today
Tokyo, Japan

- Developed Time Series models for future sales
- Implemented state-of-the-art deep learning models and classic models tailored to product requirements
- Led MLOps Initiatives, designing and operating MLOps pipelines

Domestic Conference

- "手持ちカメラで撮影されたアメリカンフットボール映像からの複数人物追跡", 大坪麟太郎, 澤藤幹太, 斎藤英雄, 画像の認識・理解シンポジウム MIRU2025, 2025.
- "アメリカンフットボールの試合映像を用いた選手視点からの試合状況の VR 再現", 澤藤幹太, 大坪麟太郎, 三上弾, 映像情報メディア学会 2025 年年次大会, 2025.
- "サッカーネットチャレンジ 2025 におけるセグメンテーションを用いた単眼深度推定の改善", 阿部智樹, 影山雄士, 井辻陸, 大坪麟太郎, 澤藤幹太, 栗原拓也, 斎藤英雄, 映像情報メディア学会 2025 年年次大会, 2025.

Skills

Programming	Proficiency: Python (PyTorch), SQL Knowledge: Java, C, html, CSS, C++, R, MATLAB, JavaScript
Software	AWS, Databricks, Open AI API Git, Flask, Microsoft Office, Postman, LaTeX
Languages	Japanese: Native English : Fluent