



Hiroki Nishino, Ph.D.
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One-page Career Highlights

Hiroki Nishino, Ph.D.

Researcher/Practitioner in Creative Technologies

About Me I am a computer scientist with an interdisciplinary background in creative technologies. While my expertise is in the design and development of programming languages for creative coding, my past research works include augmented reality, tangible interaction, interaction design, etc. Both my research works and creative practices in digital media received international prizes and awards. I also have excellent student supervision skills, together with 10+ years of solid professional experience as software engineer.

Education

2009 - 2014, National University of Singapore

Ph.D. in Integrative Sciences and Engineering

Academic Experience

Apr 2020 - present, Assistant Prof., ShanghaiTech University, China

Aug 2016 - Feb 2020, Assistant Prof., Chang Gung University, Taiwan

- research and practices in creative technologies
- a research project (for 2 years) funded by the Ministry of Science and Technology, Taiwan.
- creative-coding courses for undergraduate students
- excellent achievements in undergraduate student supervision
 - SIGGRAPH Asia 2017: one poster presentation (by sophomore students)
 - SIGGRAPH 2019: two poster presentations (by senior students). One of these posters won the 3rd place at the ACM SIGGRAPH Student Research Competition (Undergraduate).

Awards and Honors

2011, The 3rd Place, The ACM SPLASH Student Research Competition

awarded from one of the most prestigious conferences on programming languages.

2010, MITOH Super Creator, Information Processing Agency Japan

The title of honor "Super Creator" is given for the outstanding successful completion of the funded research project.

see <https://www.ipa.go.jp/english/humandev/third.html>

2008, Winner, The first LEONARDO Art/Science Student Contest

for the live computer music performance: Oberhausen Requiem, awarded from one of the most prestigious journals in media art.

2007, Winner, MONO@Gasometer Competition

for the live computer music performance: Oberhausen Requiem, awarded from DEGEM (Deutsche Gesellschaft Fur Electroakustische Musik).

[see my full Curriculum Vitae for more details.](#)

Hiroki NISHINO

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Summary

I am currently serving as an assistant professor at the School of Creativity and Art, ShanghaiTech University, Shanghai, China. I am a researcher in creative technologies with a significant interest in both computer science research and creative practices in computer music, media art and programming language design/development for creative coding.

My research interest is how information technology can help growing creativity, intimacy and empathy among individuals in our society.

I have a very interdisciplinary research background, including computer music, programming language, virtual reality and interaction design. During my doctoral study at National University of Singapore (NUS), I designed and developed a new computer music programming language from scratch, including compiler, virtual machine with the features such as sound synthesis, garbage collection and time-constraints. I also invented various topology-based hybrid marker tracking techniques for augmented reality and tangible

interaction. For these research works, I was awarded several international & domestic prizes.

I have background also in creative practices in sonic arts and digital art. Before transferring to NUS, I studied computer music at University of Washington, Seattle. The sonic artworks that I composed during this study were selected for concert presentations at international festivals across America, Europe and Asia. Some of them won prizes in various international competitions.

I have excellent supervision skills for student research. Some of undergraduate students under my supervision have been publishing their works at top international conferences in interaction design (SIGGRAPH and SIGGRAPH Asia). One of my students even won the 3rd place at the ACM SIGGRAPH Student Research Competition 2019. This is quite exceptional to happen for undergraduate design students even in top-ranked universities.

Education

National University of Singapore

SINGAPORE

Ph.D. in Integrative Sciences & Engineering

Cum. GPA 4.17 (5.0 scale) | Aug 2009 – Jul 2014

Thesis: LC: A Mostly-strongly-timed Prototype-based Computer Music Programming Language that Integrates Objects and Manipulations for Microsound Synthesis

Supervisor : Prof. Ryohei Nakatsu

Advisory Committee : Prof. Steven Miller (chair, National University of Singapore)

: Prof. Naotoshi Osaka (member, Tokyo Denki University)

Thesis Examiners : Prof. Brad Garton (Columbia University)

: Prof. Eric Lyon (Virginia Tech)

: Prof. Roger Zimmermann (National University of Singapore)

University of Washington, Seattle

WA, USA

Digital Arts and Experimental Media Ph.D. program

Cum. GPA 3.84 (4.0 scale) | Sep 2005 – Jul 2007

(officially withdrawn in 2008)

Keio University

KANAGAWA, JAPAN

Master of Media and Governance

Sep 1999 – Sep 2001

Keio University

KANAGAWA, JAPAN

B.A. in Policy Management

Apr 1992 – Sep 1996

Research Experience

ShanghaiTech University

The School of Creativity and Art

Assistant Professor

SHANGHAI

Apr '20 – Present

- research, practices and education in creative technologies

Chang Gung University

Department of Industrial Design

Assistant Professor

TAIWAN

Aug '16 – Feb '20

- research and practices in creative technologies, STEM education for design students

Imagineering Institute Research Fellow	MALAYSIA Dec '15 – Jul '16
<ul style="list-style-type: none"> • computer music systems, human computer interaction, animal computer interaction 	
Keio University Graduate School of Media Design	JAPAN Apr '14 – Mar '15
Visiting Researcher	
<ul style="list-style-type: none"> • supported video streaming of the remote lecture 'Cool Japan' by Prof. Kazunori Sugiura between Keio University (Japan) and National Cheng Kung University (Taiwan) 	
National University of Singapore Interactive & Digital Media Institute	SINGAPORE Aug '09 – July '14
Ph.D. Student Research Scholar	
<ul style="list-style-type: none"> • Designed and developed a new computer music language for my doctoral study from scratch (compiler/virtual machine/sound synthesis engine). • Invented various novel topology-based hybrid marker tracking techniques for tangible interaction & augmented reality. • Published 18 peer-reviewed papers as a first author. 	
Visiting Artist Research Technologist	Jun '08 – Jun '09
<ul style="list-style-type: none"> • Researched topology-based marker tracking techniques. • Funded by Pola Art Foundation's <i>Grants for Oversea Study by Young Artists</i>. 	
University of Washington, Seattle Digital Arts and Experimental Media Ph.D. program	SEATTLE (WA), USA Sep '05 – Jul '07
Ph.D. Student Teaching Assistant Research Assistant Instructor	
<ul style="list-style-type: none"> • Creative practices in sonic arts. • Teaching assistant/research assistant for computer music and media art courses. • Taught an introductory computer music course as a main instructor. • Developed new render farm software for AutoDesk MAYA, which utilizes 50 Macintosh computers for distributed-rendering in the multi-user environment, as a voluntary work. 	
Yokosuka Research Center, NTT laboratory	KANAGAWA, JAPAN Mar '00 – Apr '00
Intern	
Internship at Digital Signal Processing Group	

Professional Experience

Freelance Software Engineer Self-employed	TOKYO, JAPAN Jun '05 – present
<ul style="list-style-type: none"> • Software design and development for Unix, Windows, iOS, Android etc. 	
Iiga, Co., Ltd.	TOKYO, JAPAN Nov '03 – May '05
Chief Engineer, RF-ID team	
<ul style="list-style-type: none"> • Developed (possibly the world's first) web-based RF-ID readers. • Developed the middleware for RFID systems. • Many RF-ID projects as a chief software engineer, including one of the largest RF-ID experiments of the time (over 100,000+ RF-ID tag distribution among participants) by Auto-ID Lab Japan. 	
Beat, Inc.	TOKYO, JAPAN Aug '02 – Oct '03
Senior Software Engineer	
<ul style="list-style-type: none"> • Developed many web-based applications in Java. • Developed native objects to integrate C/C++ libraries into the runtime environment of PHP and Java. 	
Eagle, Co., Ltd.	TOKYO, JAPAN Feb '02 – Jul '02
Software Engineer Java Instructor	
<ul style="list-style-type: none"> • Developed and taught an introductory Java programming course. • Other miscellaneous software development 	
Global Knowledge Network Japan, Ltd.	TOKYO, JAPAN Oct '01 – Feb '02
Java Instructor	
<ul style="list-style-type: none"> • Taught both introductory and advanced Java programming courses. 	
Eagle, Co., Ltd.	TOKYO, JAPAN Feb '98 – Aug '99, Mar '01 – Jul '01
Software Engineer C Instructor	
<ul style="list-style-type: none"> • Software development in C/C++, Visual Basic & Shell script (both stand alone & client-server systems). • Developed and taught an introductory C programming course for new graduates. • Led and mentored a small team of new graduates (3-5) as a part of their on-the-job training 	

RICOH System Kaihatsu CO., Ltd.

Software Engineer

- Software development in C/C++ & Visual Basic.
- Developed several prototype medical applications

TOKYO, JAPAN

Mar '97 – Dec '97

Teaching Experience (Lectures)

Chang Gung university
Department of Industrial Design

Assistant Professor

Undergraduate Course(s)
ID2006: Basic Media and Communication Design II
ID3006: Media and Communication Design(I)
ID3120: Programming
ID3119: Hardware and Software Design
ID3702: Design Survey
ID4204: Design and Ethics Lectures (1)

Graduate Course(s)
IDM013: Guided Reading on Current Literature (1)
IDM014: Guided Reading on Current Literature (2)

TAIWAN
Aug 2016 - Present

National University of Singapore
NUS Graduate School for Integrative Sciences and Engineering

Teaching Assistant

undergraduate/graduate course(s) UAR2204: Sonic Arts and Sciences

SINGAPORE
Jan '11 – Jun '11

University of Washington, Seattle
Digital Arts and Experimental Media Ph.D. program

Instructor | Teaching Assistant

Instructor

Graduate Course(s)
DXARTS460: Digital Sound

Teaching Assistant

Graduate Course(s)
DXARTS461: Digital Sound Synthesis
DXARTS462: Digital Sound Processing
DXARTS463: Advanced Digital Sound Synthesis and Processing
DXARTS470: Sensing and Control Systems for Digital Art

WA, USA
Sep '05 – Jun '07

Keio University

Teaching Assistant

Undergraduate Course(s) at Faculty of Environment and Information Studies
Seminar: Music by Dr. Nathaniel Tull Phillips
Information Processing II: Music

Graduate Course(s) at Graduate School of Media and Governance
Computer Music
Audio Environment
Media Space

KANAGAWA, JAPAN
Sep '99 – Aug '01

Teaching Experience (Workshops)

National Cheng Kung University

The Arduino Workshop

A workshop to prototype an interactive picture book with the Arduino.
The workshop participants are undergraduate and graduate students with various backgrounds.

TAIWAN
Jun/29-Jun/30, 2017

Teaching Experience (Others)

Chang Gung University

Certificate of Competence (in teaching the courses of expertise in English)

TAIWAN
July/02, 2018

The certificate was obtained after the participation and the successful completion of the English Teaching Workshop training program.

Skills

Programming:

- C/C++ • Java • Python • Max/MSP • PureData • SuperCollider • LISP • Objective-C • Object Pascal
- PHP • Visual Basic etc.

Others:

- Compiler/Interpreter • Garbage Collection • Virtual Machine • Computer Music • Augmented Reality
- Creative Coding

Natural languages:

- Japanese (*native*) • English (*fluent*) • Mandarin (*Elementary*)
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Awards (Research)

1. Finalist IMAGES OF RESEARCH 2016, CITY UNIVERSITY OF LONDON
for the effective presentation of the work 'Fair Use Portraits' in a single image.
2. Special Recognitions for Reviewing ACM SIGCHI 2015
The "Special Recognition" received. "The Chairs and Associate Chairs for CHI Papers have the option of granting a limited number of "special recognitions" to those who do one or more exceptional reviews" (from the SIGCHI review system website; not open to public).
3. Semifinalist THE ACM SPLASH STUDENT RESEARCH COMPETITION 2012
Mostly-strongly-timed programming
4. Best Paper Nominee THE SOUND AND MUSIC COMPUTING CONFERENCE 2012
LCSynth: A Strongly-timed Synthesis Language that Integrates Objects and Manipulations for Microsounds
5. The Third Place Prize THE ACM SPLASH STUDENT RESEARCH COMPETITION 2011
Misfits in Abstractions: Toward User-centered Design in Domain-specific Languages for End-user Programming
6. MITOH Super Creator INFORMATION PROCESSING PROMOTION AGENCY, JAPAN: THE MITOH PROGRAM 2010
"The MITOH Program aims to discover and develop outstanding human resources called Super Creators. Specifically, these are persons possessing creative ideas and skills for achieving software innovation and who can put these ideas and skills to use". <http://www.ipa.go.jp/english/humandev/third.html>
7. Semifinalist THE ACM SIGGRAPH STUDENT RESEARCH COMPETITION 2010
A Shape-free Designable 6DoF Marker Tracking Method
8. Semifinalist THE ACM SIGPLAN/PLDI STUDENT RESEARCH COMPETITION 2008
MiniSynth: Yet-another Domain-specific Computer Music Sound Synthesis Language
9. Semifinalist THE ACM SIGGRAPH STUDENT RESEARCH COMPETITION 2007
DXRenderFarm: Xgrid-based renderfarm for Maya

Awards (Computer Music/Media Art)

1. Winner
Oberhausen Requiem
THE 1ST LEONARDO ART/SCIENCE STUDENT CONTEST, 2008
2. Prize in Performance Art Section
Tre Marie
DIGITAL CONTENT AWARD, ASIAGRAPH 2008
3. Prize in Performance Art Section
Oberhausen Requiem
DIGITAL CONTENT AWARD, ASIAGRAPH 2008
4. Prize in Electronic Music Section
Seattle Noise and Pulse Study
DIGITAL CONTENT AWARD, ASIAGRAPH 2008
5. Prize in Electronic Music Section
Minimalism X
DIGITAL CONTENT AWARD, ASIAGRAPH 2008
6. The Motus Prize
THE CONTEMPORARY COMPUTER MUSIC CONCERT (CCMC) 2008
L'ATELIER DE CRÉATION SONORE ET MUSICALE 116 (ACSM 116), THE CHIEF JURY: DENNIS DUFOUR
Self-Portrait of My Life
7. Winner
THE MONO@GASOMETER COMPETITION
DEGEM (DEUTSCHE GESELLSCHAFT FÜR ELEKTROAKUSTISCHE MUSIK), 2007
Oberhausen Requiem

Grants

1. Research Project for Newly-recruited Personnel, The Ministry of Science and Technology TAIWAN
Principal Investigator, About 25,000 USD (750,000 TWD, 1 TWD = 0.034 USD) Aug '18 – Jul '20
for the research on hybrid novice programming language for rapid prototyping in interaction design
2. The MITOH program, Information-Technology Promotion Agency, Japan JAPAN
Principal Investigator, About 69,400 USD, (6,940,000 JPY, 100 JPY = 1 USD) Jun '09 – Jan '10
for the research on a shape-free, designable, 6DoF topology-based marker tracking technique for mobile devices
3. The Grants for Overseas Study by Young Artists, Pola Art Foundation JAPAN
Principal Investigator, About 30,000 USD (3,000,000 JPY, 100 JPY = 1 USD) Apr '08 – May '09
for the research residency at National University of Singapore
4. The Mori Grant, Keio University KANAGAWA, JAPAN
Principal Investigator, About 3,000 USD, (300,000 JPY, 100 JPY = 1 USD) Apr '00 – Mar '01
for the independent study on computer music software framework design

Scholarships

1. The NGS Scholarship, National University of Singapore SINGAPORE
Stipend: About 135,680 USD (169,600 SGD, 1 SGD = 0.8 USD) & Tuition Waiver Aug '09 – Jul '13
Tuition waiver, monthly stipend (3200 SGD) and conference allowance (4000 SGD per year)
2. Teaching assistantship, University of Washington, Seattle WA, USA
Stipend: About 54,000 USD & Tuition waiver Sep '05 – Jul '08
Tuition waiver + salary (approximately 1500 USD per month)¹

¹withdrawn after the second year.

Coursework

At National University of Singapore

SINGAPORE

Undergraduate Course(s)

CS4212 : Compiler Design

Graduate Course(s)

NM5660 : Independent Study

NM6600 : Independent Study

CS5214 : Design of Optimising Compiler

GS6886A : Responsible Conduct of Research in Sciences and Engineering

At University of Washington, Seattle

WA, USA

Undergraduate Course(s)

EE235 : Continuous Time Linear Systems

Graduate Course(s)

ENGL102 : Adv. ESL for Int'l TA

DXARST460 : Digital Sound

DXARST461 : Digital Sound Synthesis

DXARST462 : Digital Sound Processing

DXARST463 : Advanced Digital Sound Synthesis and Processing

DXARST567 : Sound in Space

DXARST471 : Mechatronic Art I

DXARST472 : Mechatronic Art II

DXARST500 : Research Studio

DXARST600 : Independent Study

The MOOC courses certifications

Digital Arts

1. Introduction to Programming for Visual Arts with p5.js

by University of California, Los Angeles on Kadenze.com, Certificate earned on Sep 06, 2018

2. Creative Programming for Digital Media & Mobile Apps

by University of London, Goldsmiths on Coursera, Certificate earned on Sep 06, 2018

3. The Nature of Code

by Processing Foundation on Kadenze.com, Certificate earned on Nov 14, 2018

Deep Learning

1. Neural Network and Deep Learning

by deeplearning.ai on Coursera, Certificate earned on May 28, 2018

2. Improving Deep Neural Networks: Hyperparameter tuning, Regularization and Optimization

by deeplearning.ai on Coursera, Certificate earned on June 07, 2018

3. Structuring Machine Learning Projects

by deeplearning.ai on Coursera, Certificate earned on June 11, 2018

4. Convolutional Neural Networks

by deeplearning.ai on Coursera, Certificate earned on July 4, 2018

5. Sequence Models

by deeplearning.ai on Coursera, Certificate earned on July 20, 2018

6. Mathematics for Machine Learning: Linear Algebra

by Imperial College London on Coursera, Certificate earned on July 29, 2018

Digital Signal Processing

1. Digital Signal Processing

by École Polytechnique Fédérale de Lausanne on Coursera, Certificate earned on June 12, 2017

Digital Game

1. Serious Gaming

by Erasmus University Rotterdam on Coursera, Certificate earned on Oct 13, 2017

2. Introduction to C# Programming and Unity

by University of Colorado System on Coursera, Certificate earned on Jan 17, 2019

3. More C# Programming and Unity

by University of Colorado System on Coursera, Certificate earned on Feb 05, 2019

4. Intermediate Object-Oriented Programming for Unity Games

by University of Colorado System on Coursera, Certificate earned on Feb 19, 2019

5. Data Structures and Design Patterns for Game Developers

by University of Colorado System on Coursera, Certificate earned on Mar 11, 2019

Statistics with R Specialization

1. Introduction to Probability and Data

by Duke University on Coursera, Certificate earned on Oct 31, 2017

2. Inferential Statistics

by Duke University on Coursera, Certificate earned on Dec 22, 2017

3. Linear Regression and Modeling

by Duke University on Coursera, Certificate earned on Dec 23, 2017

Survey Data Collection and Analytics Specialization

1. Framework for Data Collection and Analysis

by University of Maryland, College Park on Coursera, Certificate earned on December 31, 2016

2. Data Collection: Online, Telephone and Face-to-face

by University of Michigan on Coursera. Certificate earned on January 10, 2017

3. Questionnaire Design for Social Surveys

by University of Michigan on Coursera. Certificate earned on January 23, 2017

4. Dealing With Missing Data

by University of Maryland, College Park on Coursera. Certificate earned on January 12, 2017

Mandarin

1. Chinese for Beginners

by Peking University on Coursera, Certificate earned on December 21, 2016

2. More Chinese for Beginners

by Peking University on Coursera, Certificate earned on December 31, 2016

Publication List

Book Chapters (peer-reviewed)

As First & Corresponding Author

1. H. Nishino & R. Nakatsu, COMPUTER MUSIC LANGUAGES AND SYSTEMS: THE SYNERGY BETWEEN TECHNOLOGY AND CREATIVITY
The Handbook of Digital Games and Entertainment Technologies, Springer, 2015 Dec. pp.1-49
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Journal Papers (peer-reviewed, full papers)

As First & Corresponding Author

1. H. Nishino & R. Nakatsu, PERFORMING STFT AND ISTFT IN THE MICROSOUND SYNTHESIS FRAMEWORK OF THE LC COMPUTER MUSIC PROGRAMMING LANGUAGE
Journal of Information Processing, Vol. 24, No.3, Special issue Extensions and Advances in Music Information Processing. Information Processing Society of Japan, 2016 Feb. pp.483-491.
 2. H. Nishino, N. Osaka & R. Nakatsu, THE MICROSOUND SYNTHESIS FRAMEWORK IN THE LC COMPUTER MUSIC PROGRAMMING LANGUAGE
Computer Music Journal Vol. 39, No. 4, The MIT Press, 2015 Winter. pp.49-79
 3. H. Nishino, TOPOLOSURFACE: A 2D FIDUCIAL TRACKING SYSTEM BASED ON TOPOLOGICAL REGION ADJACENCY AND ANGLE INFORMATION
Journal of Information Processing, Vol 18, No.2, Special Issue for Interaction Technique. Information Processing Society of Japan, 2010 Jun. pp.16-25
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Conference Papers (peer-reviewed, full papers)

As First & Corresponding Author

1. H. Nishino, UNIT-GENERATOR GRAPH AS A GENERATOR OF LAZILY-EVALUATED AUDIO-VECTOR TREES
The 5th Sound and Music Computing Conference (SMC 2018), Cyprus, 2018 July.
2. H. Nishino, UPDATE-CACHING TECHNIQUE FOR UNIT-GENERATOR-BASED SOUND SYNTHESIS
The 43rd International Computer Music Conference (ICMC 2017), Shanghai, China, 2017 Oct.
3. H. Nishino & A. Cheok, SPECULATIVE DIGITAL SOUND SYNTHESIS
The 13th Sound and Music Computing Conference (SMC 2016), Hamburg, Germany, 2016 Aug. pp.358-365.
4. H. Nishino & A. Cheok, LAZY EVALUATION IN MICROSOUND SYNTHESIS
The 13th Sound and Music Computing Conference (SMC 2016), Hamburg, Germany, 2016 Aug. pp.350-357.
5. H. Nishino, N. Osaka & R. Nakatsu, LC: A NEW COMPUTER MUSIC LANGUAGE WITH THREE CORE FEATURES
The Joint Conference of The 40th International Computer Music Conference (ICMC 2014) & The 11th Sound and Music Computing Conference (SMC 2014), Athens, Greece, 2014 Sep. pp.1565-1572.
6. H. Nishino & R. Nakatsu, MOSTLY-STRONGLY-TIMED PROGRAMMING IN LC
The Joint Conference of The 40th International Computer Music Conference (ICMC 2014) & The 11th Sound and Music Computing Conference (SMC 2014), Athens, Greece, 2014 Sep. pp.1581-1586.

7. H. Nishino, N. Osaka & R. Nakatsu, UNIT-GENERATORS CONSIDERED HARMFUL (FOR MICROSOUND SYNTHESIS): A NOVEL PROGRAMMING MODEL FOR MICROSOUND SYNTHESIS IN LCSYNTH
The 39th International Computer Music Conference (ICMC 2013), Perth, Australia, 2013 Aug. pp.148-155.
 8. H. Nishino, N. Osaka & R. Nakatsu, LC: A STRONGLY-TIMED PROTOTYPE-BASED PROGRAMMING LANGUAGE FOR COMPUTER MUSIC
The 39th International Computer Music Conference (ICMC 2013), Perth, Australia, 2013 Aug. pp.140-147.
 9. H. Nishino & N. Osaka, LCSYNTH: A STRONGLY-TIMED SYNTHESIS LANGUAGE THAT INTEGRATES OBJECTS AND MANIPULATIONS FOR MICROSOUNDS
The 9th Sound and Music Computing Conference (SMC 2012), Copenhagen, Denmark, 2012 Jul. pp.395-402.
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Conference Papers (peer-reviewed, short papers)

As First and Corresponding Author

1. H. Nishino, ON-STACK COMPUTATION OF AUDIO VECTORS FOR UNIT-GENERATOR-BASED SOUND SYNTHESIS
International Workshop on Computer Music and Audio Technology (WOCMAT), Hsinchu, Taiwan, 2018 Nov.
2. H. Nishino, N. Podari, S. Sini, C. Edrissinghe & A. Cheok, ALICE AND HER FRIEND: A BLACK 'PICTURE BOOK' OF MULTISENSORY INTERACTION FOR VISUALLY-IMPAIRED CHILDREN
The 13th Conference on Advances in Entertainment Technology (ACE 2016), Osaka, Japan, 2016 Nov. pp.12:1-12:6
3. H. Nishino, AN EXPERIMENTAL CLASSIFICATION OF THE PROGRAMMING PATTERNS FOR SCHEDULING IN COMPUTER MUSIC PROGRAMMING
The Joint Conference of The 40th International Computer Music Conference (ICMC 2014) & The 11th Sound and Music Computing Conference (SMC 2014), Athens, Greece, 2014 Sep. pp.1156-1159
4. H. Nishino, DEVELOPING A NEW COMPUTER MUSIC LANGUAGE IN THE 'RESEARCH THROUGH DESIGN' CONTEXT
The Doctoral Symposium, The Third ACM SIGPLAN conference on Systems, Programming, Languages and Applications: Software for Humanity (ACM SPLASH 2012), AZ, USA, 2012 Oct. pp.45-48
5. H. Nishino, ON CONCEPTUAL MISFITS IN COMPUTER MUSIC PROGRAMMING
The Second Asia Computer Music Project, Tokyo, Japan, 2011 Dec.
6. H. Nishino, COGNITIVE ISSUES IN COMPUTER MUSIC PROGRAMMING
The 11th International Conference on New Interfaces for Musical Expression (NIME 2011), Oslo, Norway, 2011 May. pp.499-502
7. H. Nishino, A SHAPE-FREE DESIGNABLE 6DOF MARKER TRACKING METHOD FOR CAMERA-BASED INTERACTION IN MOBILE ENVIRONMENT
The 18th ACM International Conference on Multimedia (ACM MM 2010), Florence, Italy, 2010 Oct. pp.1055-1058
8. H. Nishino, A 6DOF FIDUCIAL TRACKING METHOD BASED ON TOPOLOGICAL REGION ADJACENCY AND ANGLE INFORMATION FOR TANGIBLE INTERACTION
The Fourth ACM International conference on Tangible Embedded and Embodied Interaction (ACM TEI 2010), MA, USA, 2010 Jan. pp.253-256

As Co-author

9. N. Ohata, H. Nishino, A. Takashima & A. Cheok, ANIMAL-HUMAN DIGITAL INTERFACE MEDIATOR : CAN ANIMALS COLLABORATE WITH ARTIFICIAL PRESENCES?
The Animal Computer Interaction Workshop at the Measuring Behaviour Conference, Dublin, Ireland, 2016 May.
 10. Annie On Ni Wan, H. Nishino, & Pamela Pietro, TRE MARIE
The 14th ACM International Conference on Multimedia (ACMMM), Santa Baraba, USA, 2006 OCT.
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Conference Papers (peer-reviewed, poster paper)

As First & Corresponding Author

1. H. Nishino, ARDESTAN: A VISUAL PROGRAMMING LANGUAGE FOR ARDUINO
The ACM Symposium on User Interface Software and Technology (UIST), New Orleans, Louisiana, USA 2019 Oct.
2. H. Nishino, MOSTLY-STRONGLY-TIMED PROGRAMMING
The Third ACM SIGPLAN conference on Systems, Programming, Languages and Applications: Software for Humanity (ACM SPLASH 2012), AZ, USA, 2012 Oct.
3. H. Nishino, HOW CAN A DSL FOR EXPERT END-USERS BE DESIGNED FOR BETTER USABILITY? : A CASE STUDY IN COMPUTER MUSIC
The Work-in-progress Section, The ACM SIGCHI Conference on Human Factors in Computing Systems (ACM SIGCHI 2012), TX, USA, 2012 May.
4. H. Nishino, MISFITS IN ABSTRACTION: TOWARDS USER-CENTERED DESIGN IN DOMAIN-SPECIFIC LANGUAGE FOR END-USER PROGRAMMING
The Second ACM SIGPLAN conference on Systems, Programming, Languages and Applications: Software for Humanity (ACM SPLASH 2011), OR, USA, 2011 Oct.
5. H. Nishino, A SHAPE-FREE DESIGNABLE 6DOF MARKER TRACKING METHOD
The 37th ACM SIGGRAPH International Conference and Exhibition on Computer Graphics and Interactive Techniques (ACM SIGGRAPH 2010), CA, USA, 2010 Jul.
6. H. Nishino, A SPLIT-MARKER TRACKING METHOD BASED ON TOPOLOGICAL REGION ADJACENCY AND GEOMETRICAL INFORMATION FOR INTERACTIVE CARD GAMES
The Second ACM SIGGRAPH Conference in Asia (ACM SIGGRAPH ASIA 2009), Yokohama, Japan, 2009, Dec.
7. H. Nishino, A 2D FIDUCIAL TRACKING METHOD BASED ON TOPOLOGICAL REGION ADJACENCY AND ANGLE INFORMATION
The International Conference on New Interfaces for Musical Expression 2009, PA, USA, 2009 Jun.
8. H. Nishino, MINISYNTH: YET-ANOTHER DOMAIN-SPECIFIC COMPUTER MUSIC SOUND SYNTHESIS LANGUAGE
The ACM SIGPLAN 2008 Conference on Programming Language Design and Implementation (PLDI 2008), AZ, USA, 2008 Jun.
9. H. Nishino, DXRENDERFARM: XGRID BASED RENDERFARM FOR MAYA
The 34th ACM SIGGRAPH International Conference and Exhibition on Computer Graphics and Interactive Techniques (ACM SIGGRAPH 2007), CA, USA, 2007 Aug.

As Corresponding Author

10. Ye-Ning Jiang & H. Nishino, MEET IN RAIN: A SERIOUS GAME TO HELP THE BETTER APPRECIATION OF CHINESE POEMS

The ACM SIGGRAPH conference, LA, USA, 2019 July.

11. Y.C. Kang, and H. Nishino, SCENTED GRAPHICS: EXPLORATION IN INK-JET SCENTED-PRINTING
ACM SIGGRAPH conference, LA, USA, 2019 July.

12. T.W. Chin, Y.Y. Chuang, Y.L. Fan, Y.N. Jiang, Y.C. Kang, W.H. Kuo, T.W. To, H. Nishino,
PROTOTYPING DIGITAL SIGNAGE SYSTEMS WITH HIGH-LOW TECH INTERFACES

The 10th ACM SIGGRAPH conference and Exhibition on Computer Graphics and Interactive Techniques in Asia (ACM SIGGRAPH ASIA 2017), Bangkok, Thailand, 2017 Nov.

Public Presentation of Computer Music Works and Media-art works (peer-reviewed)

1. American Derivation: Fair Use Portrait (No. 1- No.3) (media art)
INCLUDED IN THE SIGCHI ART.CHI CATALOGUE
The ACM SIGCHI Conference 2016, San Jose, USA
2. Self Portrait of my life (fixed media)
SELECTED FOR CONCERT PRESENTATION (AS THE MOTUS PRIZE WINNER 2008)
Futura 2008, Drôme, France
3. Oberhausen Requiem (site-specific, live computer)
CONCERT PRESENTATION AS A COMPETITION WINNER
MONO@Gasometer competition 2007, Oberhausen, Germany
4. A Very Short Futuristic Sketch (fixed media)
SELECTED FOR CONCERT PRESENTATION
Ai-Maako Festival 2007, Santiago de Chile, Chile
5. Seattle Noise and Pulse Study (live computer)
SELECTED FOR CONCERT PRESENTATION
SuperCollider Symposium 2007², the Hague, the Netherlands
6. Short Drone Study (fixed media)
SELECTED FOR CONCERT PRESENTATION
Santa Fe International Festival of Electroacoustic Music 2007, Santa Fe, NM, USA
7. Self Portrait of My Life (fixed media)
SELECTED FOR AUDIO GALLERY PRESENTATION
WOCMAT conference 2007, Hsinchu, Taiwan
8. Seattle Noise and Pulse Study (live computer)
SELECTED FOR RADIO BROADCASTING
Spark Festival 2007, Minneapolis, MN, USA
9. Seattle Noise and Pulse Study (live computer)
SELECTED FOR CONCERT PRESENTATION
The International Computer Music Conference 2006, Late Night Concert, New Orleans, LA, USA
10. Short Drone Study (fixed media)
SELECTED FOR CONCERT PRESENTATION
Imagine II festival 2006, Memphis, TN, USA
11. Tre Marie (RFID Dance piece with Annie Wan and Pamela Pietro)
SELECTED FOR CONCERT PRESENTATION
The ACM Multimedia Conference, Interactive Arts Program 2006, Santa-Barbara, CA, USA
12. Self Portrait of My Life (fixed media)
SELECTED FOR CONCERT PRESENTATION
Ai-Maako Festival 2006, Santiago de Chile, Chile

²The actual performance was cancelled right on the day of the concert because the sound engineer was afraid of the loud volume required for the presentation.

13. Self Portrait of My Life (fixed media)
Digital Art Weeks 2006, Zurich, Switzerland
SELECTED FOR CONCERT PRESENTATION
14. Self Portrait of My Life (fixed media)
Sonic Channels 2006, New York, NY, USA
SELECTED FOR CONCERT PRESENTATION
15. Minimalism X (live computer)
Maxis Festival 2002, Sheffield, UK
SELECTED FOR CONCERT PRESENTATION
16. Minimalism X (live computer)
Electronic Music Midwest Festival 2002, Kansas City, MO, USA
SELECTED FOR CONCERT PRESENTATION
17. Minimalism X (live computer)
NWEAMO Festival 2002, Portland, OR, USA
SELECTED FOR CONCERT PRESENTATION

Public Presentation of Computer Music and Media-art works (noteworthy)

1. A Very Short Futuristic Sketch (fixed media)
CONCERT PRESENTATION, CURATED BY MR. FRANK NIEHUSMANN
Radio Depot. 2014, Dortmund, Germany
2. Tre Marie (RFID Dance piece with Annie Wan and Pamela Pietro)
CONCERT PRESENTATION
DXArts Concert 2006, Seattle, WA, USA
3. Tre Marie (RFID Dance piece with Annie Wan and Pamela Pietro)
CONCERT PRESENTATION
Dance in Digital Domain 2006, Seattle, WA, USA
4. Minimalism X (the recoding of live computer performance)
CONCERT PRESENTATION, CURATED BY MR. FRANK NIEHUSMANN
Ear Popping Sounds 2003, Dortmund, Germany
5. Untitled (live computer)
CONCERT PRESENTATION
Inter-college Computer Music Concert 2000, Tokyo, Japan
6. Sudden Death (live computer trio, with Shinichiro Toyoda and Hiroki Sasaoka)
CONCERT PRESENTATION
Inter-college Computer Music Concert 2000, Tokyo, Japan

Reviewing

1. The Entertainment Computing Journal 2017
 2. The ACM SIGCHI Conference 2013, 2015-2018
 3. The ACM Creativity and Cognition Conference 2017
 4. The ACM SIGCHI Interaction Design and Children Conference (IDC) 2016-2017
 5. The Australian Conference on Human-Computer Interaction. (OzChi) 2016-2018
 6. The ACM SIGCHI Conference on Designing Interactive Systems (DIS) 2016-2017
 7. The International Conference for New Interfaces for Musical Expression (NIME) 2016-2018
 8. The NordiChi Conference 2016
 9. The ACM Conference on Tangible, Embedded, and Embodied Interaction (TEI) 2015, 2017
 10. The Japanese Society for Sonic Arts 2014
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Open Source Software

- DXRenderFarm (discontinued) A XGRID-BASED RENDER FARM SOFTWARE FOR AUTODESK MAYA
- **Designed and Developed the web-based render farm software for distributed rendering in multi-user environment.**
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Other Activities

- Gagaku (Japanese Court Music/Ritual Music) JAPAN
- Ryuteki (Gagaku flute)** 1997 Dec – present
- Studied Ryuteki with Ms.Naoko Miayamaru
- Studied Ryuteki and Gagaku ensemble with Master Sukeyasu Shiba