

HAYATO KOBAYASHI

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WORK EXPERIENCE

Yahoo Japan Corporation | Senior Chief Researcher May, 2013 – Present

- NLP specialist in the top 1% every year since 2014.
- Led a research group focused on document summarization and deployed several new technologies:
 - Short title generation to support news editors for Yahoo! News (NAACL 2019).
 - Ranking constructive comments for a better user experience on Yahoo! News (ACL 2019).
 - Snippet extraction for effective push notifications on Yahoo! Cheibukuro (COLING 2018).
- Deployed a word-chain game module on a virtual assistant app called Yahoo! Onsei-Assist, which increased the average number of non-game utterances per week by over 50% (SIGDIAL 2015).
- Published 20+ papers, including two solo papers (ACL 2014, EMNLP 2018).
- Selected as one of the top reviewers at NAACL 2018 and NeurIPS 2019.
- Applied for 50+ patents and received two internal patent awards.

Toshiba Corporation | Researcher Apr, 2010 – Apr, 2013

- Developed a semi-supervised word clustering method, *Topic modeling with logical constraints on words*, for analyzing product reviews on social media.
- Received the FY2011 IBISML Research Award for our paper on the above-mentioned method.
- Developed a distributed language modeling method based on MapReduce to efficiently create a language model for speech recognition, drawing from 1 billion web pages.

EDUCATION

Tohoku University | Ph.D. in Information Science Apr, 2007 – Mar, 2010

- Thesis: *Theoretical analysis of computational teaching under time constraint*.
- Published seven papers including COLT 2009 and AAMAS 2010.
- JSPS Research Fellow.

Kyushu University | M.S. in Information Science Apr, 2005 – Mar, 2007

- Thesis: *Autonomous learning of four-legged robots via reinforcement learning and meta-heuristics*.
- FY2006 MVP in the Department of Informatics.
- Published two papers and four technical reports.

Kyushu University | B.S. Apr, 2001 – Mar, 2005

- Thesis: *Robot programming framework with a plug-in system and scripting language*.
- FY2005 Kyushu University President's Award.

PROJECTS

TweetMap AR (C++, ARToolKit, PhysX, Kinect) 2011

- Developed an AR visualization system that outputs an interactive tweet map.

RoboCup four-legged league (C++, Lua, Python, Ruby on Rails) 2004 – 2009

- Created robot programs with low-level skill modules (C++) and high-level strategy scripts (Lua), a motion creation tool (Python), and an online script editor (Ruby on Rails).
- Went to the Quarterfinals of the RoboCup 2005/2007 as the highest ranking Japanese team.

Part-time job (PHP) 2005 – 2006

- Developed Web applications such as registration and calendar systems for a tutoring school.

Club activity (C++, DirectX, MFC) 2001 – 2005

- Developed shooting/typing games and a fortune-telling system based on face images.

DEMOS

Robot Learning and AR Visualization (<http://hayatokobayashi.com/#movie>).