Amy (Eimi) Koike Curriculum Vitae — *July 2026*

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Google Scholar: https://scholar.google.com/citations?user=TAFiQBMAAAAJ

EDUCATION

University of Wisconsin-Madison, Wisconsin, United States. [Fall'21 - Current]
Ph.D. candidate in Computer Science | Doctoral Minor in Studio Art (animation, sculpture)
Research Focus: Human-robot interaction (Advisor: Prof. Bilge Mutlu)

University of Tsukuba, Ibaraki, Japan. [Apr'17 - March'19]
Master of Science in Informatics
Research Focus: Cognitive science (Advisor: Prof. Hiroko Terasawa)

University of Tsukuba, Ibaraki, Japan. [Apr'13 - March'17]
Bachelor of Arts in Library and Information Science
Research Focus: Human-computer interaction, Digital fabrication (Advisor: Prof. Yoichi Ochiai)

EMPLOYMENT

Cyber Agent, Inc., Tokyo, Japan. [July'24 – Aug'24]
Research Intern (full-time). Human-Robot Interaction in the Wild

WHILL, Inc., Tokyo, Japan. [Oct'20 – Aug'21]
Mechanical Engineer (full-time). Development of a wheelchair-style personal mobility as a service

DENTSU, Inc., Tokyo, Japan. [Apr'19 – Spt'20]
Full-time Activation Planner (full-time). Designed marketing strategies for consumer products

Elephantech, Inc., Tokyo, Japan. [Oct'17 - Mar'19]
Research intern (part-time). Development of foldable electronic circuits with mechanical metamaterial

AWARDS 🏆

Marie Christine Kohler Fellows 2025, Wisconsin Institute for Discovery

Best Design Paper Award at HRI 2024, ACM/IEEE Human-Robot Interaction

Computer Sciences Summer Fellowship 2022, University of Wisconsin-Madison

Graduate Research Fellowship for Japanese 2021, The Shigeta Foundation

INVITED TALK

MIRROR LAB at Colorado School of Mines, United States (2026)
hosted by Prof. Tom Williams

HRI Lab at Kyoto University, Kyoto, Japan (2025)
hosted by Prof. Takayuki Kanda

Advanced Telecommunications Research Institute International (ATR), Kyoto, Japan (2025)
hosted by Dr. Masahiro Shiomi

Tilburg University, Tilburg, Netherlands (2024)
hosted by Prof. Murat Kirtay

Disney Research, California, United States (2023)
hosted by Dr.James Kennedy

ART & TECH EXHIBITION

Weight of Attachment
Solo installation of kinetic sculpture. Gelsy Verna gallery, Art Lofts, WI, US. 2025–11–25 to 11–30.

Nature in Motion
Installation of kinetic sculpture. a2ru conference 2025, Chazen Museum, WI, US. 2025–10

Sprout: Demonstration of Soft Expressive Robot
Demonstration of the technology. The 2024 ACM/IEEE International Conference on Human-Robot Interaction, CO, US. 2024–3

Exploring the design space of extra-linguistic expression for robots
The 2023 ACM Designing Interactive Systems Conference, PA, US. 2023–7

Tomoe-type Kirigami Structure for 180˚ Bending Electronics
Future of Intelligent Material Exhibition, Elephantech, Inc., WeWorkGINZASIX. Tokyo, Japan. 2018–11–27.

Kirigami Structure for Stretchable and Foldable Electronics
Exhibition of Inkjet Circuit with Kirigami Structure, Elephantech, Inc., MTRL Kyoto, Japan. 2018–9

Kirigami Structure for Stretchable and Foldable Electronics
Exhibition of making new materials with electronics, Elephantech, Inc., SONY BRIDGE TERMINAL, Tokyo, Japan. 2018–7.

Syringe-Worked Mermaid & Transformed Human Presence for Puppetry

Yahoo! JAPAN Technology Art #01 "Japanese Technium", Organizer: Yahoo Japan Corporation, Support: Digital Nature Group, University of Tsukuba. & Yahoo Japan Corporation Kioicho Office, Tokyo, Japan. 2017–04–28 to 2017–05–27.

Syringe-worked Mermaid
Media Ambition Tokyo 2017, MAT Committee (ROPPONGI HILLS / CG-ARTS / JTQ Inc. / Rhizomatiks). TOKYO CITY VIEW, Tokyo, Japan. 2017–02–11 to 2017–03–22.

Transformed Human Presence for Puppetry
Image and Matter by Yoichi Ochiai Cyber Arts and Science towards Digital Nature, Kuala Lumpur, Malaysia, Yoichi Ochiai et al., ICJ DEPARTMENT STORE (M) SDN. BHD.／Dai Nippon Printing Co., Ltd., &TOKYO. ISETAN The Japan Store Kuala Lumpur, Kuala Lumpur, Malaysia. 2016–12–11 to 2017–01–14.

Yadori
Alchemists of our Time Exhibition / Artist Lab Yoichi Ochiai, Yoichi Ochiai et al., Ars Electronica Festival, Ars Electronica. POSTCITY, Linz, Austria. 2016–09–08 to 2016–09–12.

PUBLICATIONS **for comprehensive publication list, please visit my Google Scholar page*

Elements of Robot Morphology: Supporting Designers in Robot Form Exploration.
Amy Koike, Serena Ge Guo, Xinning He, Callie Y. Kim, Dakota Sullivan, and Bilge Mutlu. In Proceedings of the ACM/IEEE International Conference on Human-Robot Interaction (HRI'26).

Practical Insights into Designing Context-Aware Robot Voice Parameters in the Wild.
Amy Koike, Yuki Okafuji, and Sichao Song. In Proceedings of the ACM/IEEE International Conference on Human-Robot Interaction (HRI '26).

What You Reward Is What You Learn: Comparing Rewards for Online Speech Policy Optimization in Public HRI.
Sichao Song, Yuki Okafuji, Kaito Ariu, and Amy Koike. In Proceedings of the ACM/IEEE International Conference on Human-Robot Interaction (HRI'26).

What Drives You to Interact?: The Role of User Motivation for a Robot in the Wild.
Amy Koike, Yuki Okafuji, Kenya Hoshimure, and Jun Baba. In ACM/IEEE International Conference on Human-Robot Interaction (HRI'25).

Sprout: Designing Expressivity for Robots Using Fiber-Embedded Actuator.
Amy Koike, Michael Wehner, and Bilge Mutlu. In Proceedings of the ACM/IEEE International Conference on Human-Robot Interaction (HRI'24). 🏆 **Best Design Paper (Top 6 in 352)**

HRI and UIST: Designing Socially Engaging Robot Interfaces.
Pragathi Praveena, Arissa J. Sato, Amy Koike, Ran Zhou, Nathan Thomas White, and Ken Nakagaki. In Adjunct Proceedings of ACM Symposium on User Interface Software and Technology (UIST'24).

Sprout: Fiber Patterns in Soft Actuators Create Expressions in Social Robots.
Amy Koike, Keng-Yu Lin, Bilge Mutlu, and Michael Wehner. In IEEE RAS/EMBS International Conference for Biomedical Robotics and Biomechatronics (BioRob'24).

Tangible Scenography as a Holistic Design Method for Human-Robot Interaction.
Amy Koike, Bengisu Cagiltay, and Bilge Mutlu. In Proceedings of the ACM Designing Interactive Systems Conference (DIS '24).

Exploring the Design Space of Extra-Linguistic Expression for Robots.
Amy Koike and Bilge Mutlu. In Proceedings of the ACM Designing Interactive Systems Conference (DIS '23).

Redesign of Cartesian Diver for Underwater Expression Combining Dynamic Fabrication with Non-contact Manipulation.
Amy Koike, Kazuki Takazawa, Satoshi Hashizume, Mose Sakashita, Daitetsu Sato, Yoichi Ochiai. In HCI International 2018 – Posters' Extended Abstracts. (HCI I'18)

Digital fabrication and manipulation method for underwater display and entertainment.
Amy Koike, Satoshi Hashizume, Kazuki Takazawa, Mose Sakashita, Daitetsu Sato, Keisuke Kawahara, and Yoichi Ochiai. In ACM SIGGRAPH 2017 Posters (SIGGRAPH '17)

You as a Puppet: Evaluation of Telepresence User Interface for Puppetry.
Mose Sakashita, Tatsuya Minagawa, Amy Koike, Ippei Suzuki, Keisuke Kawahara, and Yoichi Ochiai. 2017. In Proceedings of the Annual ACM Symposium on User Interface Software and Technology (UIST '17).

Syringe-worked mermaid: computational fabrication and stabilization method for cartesian diver.
Amy Koike, Satoshi Hashizume, Mose Sakashita, Yuki Kimura, Daitetsu Sato, Keita Kanai, and Yoichi Ochiai. In SIGGRAPH ASIA 2016 Posters (SA '16)

SKILLS

3D Modeling & CAD: Fusion 360, SolidWorks, Blender, Rhino/Grasshopper

Digital & Physical Fabrication: 3D printing, laser/CNC cutting, soft robotics (pneumatics), ceramics, woodworking

Prototyping & Hardware: Arduino, Raspberry Pi

Research & Evaluation: User studies, experimental design, qualitative analysis, survey design

Software & Programming: Python, JavaScript, R, Figma

Visual Design & Media: Adobe Creative Cloud (Illustrator, Photoshop, Premiere, After Effects, Lightroom), Procreate

Language: Japanese (Native), English (Professional)