Naru Suzuki

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Research Interests

3D hand and hand–object interaction reconstruction; generative motion priors; human-to-robot skill transfer for dexterous manipulation.
Languages: Japanese (native), English

Education

The University of Tokyo Apr. 2025 – Mar. 2027 (expected)
M.S. in Information and Communication Engineering, Graduate School of Information Science and Technology.
Institute of Industrial Science; advised by Prof. Yoichi Sato.

Waseda University Apr. 2021 – Mar. 2025
B.S. in Applied Physics, School of Advanced Science and Engineering.
Thesis: *Existence and Regularity of Weak Solutions to Elliptic Equations.*

Publications

- **DewHand: Direct Metric World-Space Hand Motion Reconstruction from Egocentric Videos**.
  Naru Suzuki, Satoshi Ikehata, Takehiko Ohkawa, Yoichi Sato, Shuhei Kurita.
  arXiv preprint arXiv:2610.29936, 2026. [arXiv] [Project]
- **Affordance-Guided Diffusion Prior for 3D Hand Reconstruction**.
  Naru Suzuki*, Takehiko Ohkawa*, Tatsuro Banno, Jihyun Lee, Ryosuke Furuta, Yoichi Sato (*equal contribution).
  European Conference on Computer Vision (**ECCV**), 2026. [arXiv] [Project]
  Earlier version presented at the *HANDS Workshop*, ICCV 2025 (extended abstract).
- **AssemblyHands-X: Modeling Hand, Body, and Visual Context for Understanding Bimanual Human Activities**.
  Tatsuro Banno, Takehiko Ohkawa, Naru Suzuki, Ruicong Liu, Taein Kwon, Kun He, Risa Shinoda, Ryosuke Furuta, Yoichi Sato.
  To appear in the *IEEE/CVF Winter Conference on Applications of Computer Vision* (**WACV**), 2027.

Experience

Research Assistant, National Institute of Informatics (NII) Apr. 2026 – present
Reconstructing 3D hand motion in world coordinates from egocentric video.
Working with Dr. Shuhei Kurita and Dr. Satoshi Ikehata.

Awards

MIRU Excellent Student Paper Award Aug. 2026
The 29th Meeting on Image Recognition and Understanding (MIRU).