

# Masato Ikura

Phone:

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Website: <http://www.raptorous.net>

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**Objective** Seeking fulltime position as a technical director in movies or games.

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## Education

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**Carnegie Mellon University** Master of Entertainment Technology  
Graduated: May 2008

The Master of Entertainment Technology program is an interdisciplinary program combining technology and fine arts to create innovative entertaining experiences.

**Cornell University** B.S. Computer Science in Engineering  
Graduated: May 2006 GPA: 3.63/4.00

**Course Projects:** Fluid simulation pong game, Cloth system plug-in for Maya, Building Virtual Worlds, Large Scale 3D Game Design Project, Wood BRDF Modeler, 3D Hamster-Ball Computer Game, 3D Computer Animation, Distributed Ray Tracer

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## Experience

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- 02/08-Present *Associate Technical Artist*, Electronic Arts (Redwood City, CA)  
Working on *My Sims Kingdom*. Responsibilities include
- Writing tools in MEL and Python for asset management and meta-tagging.
  - Debugging Nintendo Wii shader bugs.
  - Worked closely with art and production to ensure "Create-a-building" (CAB) system assets worked and fit well with each other.
  - Communicating technical pipeline issues to artists.
- 05/07-12/07 *IBM Research Intern*, IBM Research Facility (Cambridge, MA)  
Worked on a Virtual World project for collaboration among distributed software developers. Responsibilities included
- Designing and implementing gameplay features (TorqueScript).
  - Creating art assets for the world including 3D models, textures, and animations (Maya).
  - Presenting work at several conferences and giving live demos including GDC 2008.
- 09/06-05/07 *Renderfarm*, Carnegie Mellon University(Pittsburgh, PA)  
Produced a team of up to eight students on an independent project to build and maintain a 30 machine renderfarm for computationally intensive rendering tasks.
- 06/06-08/06 *Production Assistant Intern*, Sony PCL (Tokyo, Japan)  
Translated scripts, made shot lists, coordinated with actors in English, and participated in brainstorming sessions for promotional movies for Sony products.
- 01/06-05/06, 08/05-12/05, 08/04-12/04 *Teaching Assistant*, Computer Graphics, Cornell University (Ithaca, NY)  
Responsibilities included grading homework and projects, debug and test projects, consulted with students on assignments, and writing framework code for students.
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## Computer Skills

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OS Windows 95-XP, Windows NT, Mac OSX, Unix, Linux  
Programming Java, C++, C#, MEL, Python, HTML, ASP.net, VB Script, JavaScript, SQL Server 2000, Matlab, Open GL, Cg, LaTeX, TorqueScript  
Web Design Dreamweaver, Microsoft Visual Studio  
CG Maya 8.5, Adobe Photoshop, Paintshop Pro, 3D Studio Max  
Other Microsoft Word, PowerPoint, Excel, Final Cut Pro, Adobe Premiere, Perforce

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## Languages

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English, Japanese