

# Masataka Minoura

for Position as 3D Character Animator

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[Web Page] <http://homepage3.nifty.com/mm-net/index.html>



## SKILLS

<b>Capability</b>	3D Animation (Maya), 2D Animation, Character Rigging
<b>System</b>	IBM PC, Mac OS, UNIX, Linux, IRIX
<b>Software</b>	MAYA, Photoshop, Painter, Illustrator, Flash, After Effects, Premiere, Final Cut, Sound Forge, Cakewalk SONAR, Garageband
<b>Programming</b>	MEL, HTML, Flash Action Script, Perl, Javascript, C/C++ (OpenGL), Fortran
<b>Fluent Language</b>	English, Japanese



## EDUCATION

### Academy of Art University, San Francisco, CA

January 2006 – August 2009                      Studies in 3D Character Animation (Master's Degree MFA)

### Tokyo University of Science, Tokyo, JAPAN

April 2002 - March 2004                      Studies in Theoretical Physics (Master's Degree MS)

April 1998 - March 2002                      Studies in Theoretical Physics (Bachelor's Degree BS)



## WORKING EXPERIENCE

### 3-D Incorporated, Yokohama, JAPAN

April 2004 – August 2004                      Technical Programmer in Computer Graphics (C++, OpenGL)  
for Graphical Simulations of Military Training System

### CyVerse Incorporated, Tokyo, JAPAN

October 2002 – March 2004                      System Engineer in Computer Graphics (C++, OpenGL) for Human Interfaces  
One of the projects was commercial movie clips of a satellite for educational purposes for  
Japan Aerospace Exploration Agency (JAXA).



## HONORS AND AWARDS

### Academy of Art University, San Francisco

7<sup>th</sup> Annual Fall Animation Festival, 2009

Judge's Choice Award for The Short Animation "POM"  
chosen by Nik Ranieri from Walt Disney Animation Studios  
(The short "POM" is available on my webpage above)



## OTHER CAPABILITIES

Drawing, Painting, Web Design, Playing the Guitar, Composing Music, Kendo (Japanese Martial Arts)