

## Resume

### MASATAKA MINOURA

(Seeking position as **3D Character Animator**)

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#### SKILLS

<b>Capability</b>	3D Animation (Maya), 2D Animation
<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 – Present

Studies in 3D Character Animation (Master's Degree MFA)

(Expected Graduation Date : December 2008)

##### **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).

## OTHER CAPABILITIES

Drawing, Painting, Web Design, Playing the Guitar, Composing Music,  
Kendo (Japanese Martial Arts : 2-*dan* (the 2nd degree of proficiency) )