

# Masato Ikura

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**Objective** Seeking spring 2008 coop as a technical artist in games.

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## Education

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**Carnegie Mellon University** Master of Entertainment Technology  
Expected Graduation Date: 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 plugin for Maya, Inverse Kinematics System in Maya, Building Virtual Worlds, Large Scale 3D Game Design Project, Wood BRDF Modeler, 3D Hamster-Ball Computer Game, 3D Computer Animation, Distributed Ray Tracer, Graphics Pipeline, Trackball UI.

## Experience

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- 05/07-Present *IBM Research Intern*, IBM Research Facility (Cambridge, MA)  
Worked on a Virtual World project for collaboration among distributed software developers. Created art assets for the world including 3D models, textures, and animations. Coded using TorqueScript.
- 09/06-Present *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.
- 06/05-08/05 *Web Programmer*, Finger Lakes Engineering (Ithaca, NY)  
Worked on an intranet website for the company to create a version control system. Projects included Documents Upload and Management Utility for engineers and Client Relation Manager page for the marketing department.
- 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.
- 06/04-08/04, 12/03-01/04 *Web Programmer*, SAITECH Inc. (Hazlet, NJ)  
Wrote web applications that performed online auctioning and a web interface to a truck routing program. Used such capabilities as file uploading, remote file execution, web data file creation, user authentication, data loading using SQL.

## Computer Skills

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OS	Windows 95-XP, Windows NT, Mac OSX, Unix, Linux
Programming	Java, C++, C, HTML, ASP 3.0, ASP.net, VB Script, JavaScript, SQL Server 2000, Matlab, Open GL, Cg, LaTeX, MEL, TorqueScript
Web Design	Dreamweaver, Flash, FrontPage, Microsoft Visual Studio
CG	Adobe Photoshop, Paintshop Pro, 3D Studio Max, Maya
Other	Microsoft Word, Microsoft PowerPoint, Microsoft Excel, Final Cut Pro 3, Adobe Premiere

**Languages:** English, Japanese