

Masato Ikura

2418 Allequippa St. Apt. #308
Pittsburgh, PA 15213

Phone: (908)513-9814
Email: mikura@andrew.cmu.edu
Website: <http://www.raptorous.net>

Objective Seeking summer 2007 internship as a technical artist in games or movies.

Education

Carnegie Mellon University Master of Entertainment Technology
Expected Graduation Date: May 2008 GPA: 3.81/4.00
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
Minor in Operations Research and Industrial Engineering
Graduated: May 2006 GPA: 3.63/4.00

Course Projects: 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, Ray Tracer, Graphics Pipeline, Trackball UI, CSE and Optimization Program, Compiler for Bali: a subset of Java, Pipelined Processor.

Experience

- 09/06-Present *Renderfarm*, Carnegie Mellon University (Pittsburgh, PA)
Produced a team of upto 8 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.
- 08/03-05/06 *Web Master and Video Editor*, Japan US Association, Cornell University (Ithaca, NY)
Designed and periodically updated website, and directed several short films for culture show.

Computer Skills

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
Web Design Dreamweaver, Flash, FrontPage, Microsoft Visual Studio
CG Adobe Photoshop, Illustrator, Paintshop Pro, 3D Studio Max, Maya
Other Microsoft Word, Microsoft PowerPoint, Microsoft Excel, Final Cut Pro 3, Adobe Premiere, Perforce

Languages: English, Japanese

Honors: Dean's List Fall 2002, Spring 2004, Fall 2004, Spring 2005, Fall 2005