



## Masataka Minoura

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## OBJECTIVE

Obtain an **Character Animator** position relating to creating characters in the feature animation, the TV, the video game, or the online game industry. My ideal job would allow me to put to use my skill sets and enthusiasm in one or some of these areas.

## QUALIFICATIONS

**Thorough use of animation and character design principals.** Self motivated, passionate desire to learn, and utilize all skills, knowledge and tools necessary to achieve at the best, most creative visual solutions possible. Avoidance and refusal to settle on generic, uninspired results, and discovery of most appealing goals. Rational, practical thinking to solve obstacles of workflow. Innate ability to communicate well with colleagues, supervisors and directors, learn from others, find most efficient solutions, and contribute to collaborative environments.

## EXPERTISE

**3D Animation (Maya), Character Design, Illustration, Storyboard**

## WORKING EXPERIENCE

### Musiclaps Media Incorporated, Torrance, CA

Sep 2014 – Sep 2015                      Art Director / Illustrator / Animator in business of IT multimedia solutions

### Shinca Corporation, Glendale, CA

Feb 2014 – Aug 2014                      Comic Artist / Character Designer led by the company founder Shin Koyamada, the worldwide prominent actor known as *Nobutada* in *The Last Samurai*

### Walt Disney Imagineering, Glendale, CA

Oct 2013 – Oct 2014                      Concept Design Consultant and Illustrator for Blue Sky Creative Devision

### SPRITE Animation Studios, Los Angeles, CA

April 2010 – November 2012            Layout Artist / Animator in Computer Graphics (mainly 3-D)  
For contents of TV media, game cinematics, and/or its related demonstrative movie clips

### 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

- RAWard 2013** Annual award as the best artists of the year in Los Angeles as the category of visual art, selected by RAW Artists Group
- Visual Artist of the Year, Los Angeles**
- CGWORLD, Article** in the volume of September, 2012, page 146 and 147 CGWORLD is a Japanese magazine related to computer graphics art and technologies. I am written in the article about a Japanese Computer Graphics Artist who work abroad.
- The 7<sup>th</sup> Annual Fall Animation Festival, 2009** Judge's Choice Award for The Short Animation "POM" at Academy of Art University, San Francisco <http://vimeo.com/10449741> chosen by Nik Ranieri from Walt Disney Animation Studios

## RECENT ACTIVITIES

- Comic-Con 2015at San Diego Convention Center, San Diego, CA**  
July 2015 Exhibition of my pre-released comics "5D", and a panel conference "How to Draw Manga for kids"
- Anime Expo 2015at Los Angeles Convention Center, Los Angeles, CA**  
July 2015 A panel conference "How to Draw Manga" and portfolio reviews relating to comics and character design
- CTN Animation EXPO 2014, Burbank, CA**  
November 2014 Exhibition and sales of my artworks, Screening of my animated short film, Live caricature drawings
- Comic-Con 2014 at San Diego Convention Center, San Diego, CA**  
July 2014 Exhibition and a panel conference "How to Draw Manga for kids"  
Comic Publisher / Media Production Studios
- Anime Expo 2014 at Los Angeles Convention Center, Los Angeles, CA**  
July 2014 A panel conference and portfolio reviews relating to comics and character design
- CTN Animation EXPO 2013, Burbank, CA**  
November 2013 Exhibition of my artworks, Screening of my animated short film
- RAW Artists Group Semi-Finalist Showcase at The Belasco Theatre, Los Angeles, CA**  
November 2013 Annual Award by the group "RAWard 2013" winning reception as one of the top 3 artists of the city in the Visual Art category, and exhibition of my artworks, Screening of my animated short film, and live drawing of caricatures

## 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)

## SKILLS

<b>Operation System</b>	IBM PC, Mac OS, UNIX, Linux, IRIX
<b>Software</b>	Autodesk MAYA, Adobe Photoshop, SAI, Corel Painter, Adobe Illustrator, Adobe Flash (Action Script 3.0), Adobe After Effects, Adobe 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

## MAIN PROJECTS PARTICIPATED

- "Vortex Adventure : vol.1 – vol.3" – *Shinca Entertainment*

Participated Positions: **Concept Artist / Comic Artist**

Vortex Adventure is the comics series written by Claudia Hallowell, produced by Shinca Entertainment with Shin Koyamada and Nia Lyte. At the beginning 3 volumes of the series are in production (as of the date of this document published) in the further productions planned with the consecutive episodes.

- "Pac-Man" Introduction for E3 2010 (June, 2010) – *SPRITE Animation Studios (hereafter "SPRITE")*

Participated Positions: **Layout Artist, Animator**

E3 is an annual convention hosted by Electronic Arts (EA), an American developer, marketer, publisher and distributor of video games. The convention focuses on video games and its related media. E3 2010 held the 30-year anniversary celebration for Pac-Man, a Japanese arcade game developed by Namco, since its release in Japan on May 22, 1980. SPRITE acquired the opportunity to work on the animation of Pac-Man TV series, produced by Avi Arad, a former CEO of Marvel Entertainment (hereafter "Avi Arad"). At E3 2010, SPRITE released with him the pilot footage of the upcoming TV series in 2013.

[Sample Clip] <http://www.youtube.com/watch?v=NZPvJJODoJg> (from 1:55)

- "Pac-Man & the Ghostly Adventures" – *SPRITE, credits by NAMCO BANDAI Games Inc. (hereafter "NAMCO BANDAI")*

Participated Positions : **Layout Artist, Animator**

Launching the Pac-Man's TV series produced by Avi Arad, from NAMCO BANDAI, SPRITE continues to work together for the productions including a several episodes that is broadcasted on Disney XD. Beginning with its first episode, I worked for the 3 episodes later on.

[Sample Clip] <http://www.youtube.com/watch?v=BoHCmIOOFRk>

- "GoonFins" - *SPRITE*

Participated Positions : **Layout Artist, Animator, Storyboard Artist**

GoonFins is one of the original characters developed by SPRITE. This animation is an experimental demonstration for our concept for its future TV series.

[Sample Clip] <http://www.youtube.com/watch?v=5jxU2TyhdA8>

- Foozpets (Fuhu Inc.) <http://vimeo.com/30703684>

Participated Position: **Character Animator**

- "Tikitz" - *SPRITE*

Participated Position: **Character Animator**

Tikitz is one of the original characters developed by SPRITE. SPRITE made its figure toy products at Comic-Con 2009. This animation is the displayed demonstration at the convention.

[Sample Clip] <http://spriteanimation.com/works/> (in CLIPS section "The Tikitz Treehouse")

## OTHER CAPABILITIES

Drawing, Painting, Web Design, Logo Design, Composing Music, Kendo (Japanese Martial Arts, 3-dan)