Miho Sekiya

Citizenship U.S. lawful permanent resident (LPR)

Objective Statement

Highly motivated Computer Science and 3D Animation student with experiences in incorporating tools and new technology into work environment, seeking to assist in developing tools and scripts in game development and XR / AR / VR / MR related areas to bring positive impact on people's lives. A very strong team player committed to both organizational objectives and the success of colleagues.

Education

Jan 2022 - present

Major: Computer Science, Minor: Animation & Motion Arts (3D), Game Development

Pasadena City College, Pasadena

Expected Transfer Date - Spring/2024
Cumulative GPA: 4.0

- Sep 1999

Hospitality Administration, B.S.

Boston University, Boston

- Mar 2015

Buddhist ministry graduate studies

Jodo Shinshu Hongwanjiha, Kyoto, Japan

Work Experiences

Oct 1999 - Mar 2012

Planning and Development Manager

All Nippon Airways, Tokyo, Japan

- ANA Marketing Department/Mobile Promotion Team
  - Worked on 1st generation "ANA mobile" app (iPhone/iPad/Android) on business requirements, planning, and UX; managed ANA's mobile website (iPhone/iPad/Android) and worked with AR marketing campaigns
- ANA Strategic Research Institute
  - Managed research and development initiatives: business concepts and information system planning for renewal of ANA's corporate intranet platform "KWiN"; planning collaborative researches with leading universities
- Japan Business Federation's public relations organization, KKC
  - Promoted and facilitated interactive programs between the business community to academia: researched member companies' advancements for public relations purposes; contributed articles to its publications
- ANA Tokyo Passenger Service Department
  - Worked on new passenger services initiatives: created and administered the

Passenger Service department's intranet communication platform using HTML/Javascript/CGI/CSS; developed ANA Haneda airport intranet website; worked on business requirements for ANA's domestic airport kiosks

Sep 2015
- Mar 2021

Buddhist Minister

Buddhist Churches of America, U.S.

- Served as a Minister in Buddhist temples with 400+ members and worked as a community leader: provided daily services (setting the scene), talks (working with compelling stories), and memorial services (planning unforgettable times); supported families; mentored youth activities; contributed articles to publications
- Provided lectures to US temples and neighboring colleges; trained Ministers and aspirants as a Rituals Specialist

Academic Experiences

Sep 2022
- present

Student Independent Research Intern

NASA Jet Propulsion Laboratory

- Working as an intern assisting the immersive technology development team with the use case research and development tasks of the AR/VR visualization tools.

Related Coursework

Game Design II: Game Engines, Intro to Programming Using Python, 3D Modeling & Sculpting, Java Programming, Motion Graphics, History of Digital Games, College Algebra for STEM, Database Management, Digital Art, Work Experience/Internship

Skills

Python - entry level, Autodesk Maya - entry, Unity Editor - entry, Unreal Engine - entry,

Java - entry, Cinema 4D - entry, Adobe After Effects - entry, Adobe Creative Suites - entry, SQL Oracle - entry, Database design - entry,

Planning and development, Relationship management, Problem solving, Attention to detail, Teamwork

Languages: Japanese - native; English - fluent

Hobby

I am passionate about video games, especially the positive power of games and the industry. I enjoy making things that solve problems (especially sewing bags) and craftsmanship.