

Tanaka Aiko

Osaka, Japan

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Education

Osaka University

Master of Science in Computer Graphics and Virtual Reality

Apr 2019 – Mar 2021 | Osaka, Japan

GPA: 3.7/4.0

Activities: VR Club Founder, SIGGRAPH Japan Volunteer, Teaching Assistant

Relevant Coursework: VR Development, OpenGL, Unity3D, Computer Graphics, HCI for VR

Summer School: University of Southern California 2020 (GPA: 3.9/4.0)

Work Experience

AR/VR Developer | Sony Interactive Entertainment | Apr 2021 - Present | Osaka, Japan

- Developed VR experiences in Unity and Unreal Engine.
- Implemented spatial audio and haptic feedback for immersive gameplay.
- Optimized rendering for standalone VR headsets, improving frame rate by 20%.

Skills

Engines: Unity, Unreal Engine

Languages: C#, C++, GLSL

Other Skills: Shader Programming, Spatial Audio, UX for VR, Performance Optimization

Certificates

Unity Certified 3D Artist

Coursera: Interactive Computer Graphics

Udemy: Virtual Reality Development

Awards

Sony VR Innovation Award 2022

Best VR Demo – SIGGRAPH Japan 2021

