

# 1st GYAAR Studio Indie Game Contest Judges



## Daisuke Uchiyama

President & CEO  
**Bandai Namco Studios Inc.**  
Part-time Director  
**Bandai Namco Entertainment Inc.**

### Career

Joined BANDAI in 1994. He worked mainly on producing consumer games, including anime titles such as *Dragon Ball* and *Naruto*, as well as a cross-media project for an original RPG titled *.hack*. At the same time, he helped the business grow worldwide and expand to producing mobile games, anime series, movies, and more. He has held his current position since 2020.



## Kazunori Sakamoto

President & CEO  
**Phoenix Inc.**

### Career

Joined Sony Music Entertainment (Japan) Inc. in 2000 and was in charge of everything from music promotion to production (A&R). After transferring to Sony Interactive Entertainment Inc., he launched and managed various "Kids' Stars" projects to create new IP across the Sony Group with a focus on games and music. He then returned to his original position, where he established and managed a new business (indie game publisher UNTIES) in the same company, and after developing a global business, established his own company, Phoenix, Inc.



## Ryo Mito

Executive Officer /  
Head of CX Strategy Unit  
**Bandai Namco Entertainment Inc.**

### Career

Joined BANDAI in 2001. He has produced over 40 console titles, notably the *Dragon Ball Z Sparking!* series and the *Digimon Story* series. Having been in charge of various areas across development and operations since 2020, he has held his current position since 2022.



## Yoza Sakagami

Expert  
765 Production Department  
IP Business Division 3  
**Bandai Namco Entertainment Inc.**

### Career

Joined NAMCO (current Bandai Namco Entertainment) in 1991. Starting with working on visuals for arcade games such as *Ace Combat*, he also has experience being a general manager and working on developing and producing console games such as the *Ridge Racer* series, as well as smartphone games such as the *Idolm@ster* series.



## Takahiro Hashimoto

Manager  
Data Marketing Department  
CX Strategy Unit  
**Bandai Namco Entertainment Inc.**

### Career

Joined Bandai Namco Entertainment Inc. in 2017 after working in various fields such as marketing, data, and technology. After joining, he was put in charge of data analysis of the IP, marketing, and promotion for several franchises and games such as the *Dragon Ball* franchise. He is currently promoting development marketing with the goal of developing hit titles.



## Kazuhito Udetsu

Licensing Specialist  
Licensing Production Department  
IP Business Division 3  
**Bandai Namco Entertainment Inc.**

### Career

Joined NAMCO (current Bandai Namco Entertainment) in 1996. He has worked on arcade titles, including the development of *Panic Park* and the promotion of the *Taiko no Tatsujin* series. His work on console titles include the promotion of the *Tales of* series and the *Idolm@ster* series, sales in the Akihabara area, and producing *Katamari Damacy*, *Idolm@ster*, and *PAC-MAN* series. He has held his current position since 2017.



## Katsuhiro Harada

Executive Game Director & Chief Producer  
**Bandai Namco Studios Inc.**

### Career

In charge of planning, directing, character designing, and developing animation controller scripts since the NAMCO days in the 90s, for both arcade and console games (from PlayStation). Notable titles include *Tekken*, *SOULCALIBUR*, *Pokkén Tournament*, and the VR game *Summer Lesson*. Additionally, as a producer he's been involved with overseas marketing, community management, and even eSports, and has started to focus his efforts on developing a new title since 2020.



## Yoshiaki Sawada

Game Design Director  
Studio 1 Production 8  
**Bandai Namco Studios Inc.**

### Career

Joined Bandai Namco Studios after experience in developing online games, and now works on developing *Survival Quiz City* as a game design director. He is mainly in charge of the in-game quizzes, localization, and promotion.



## Satoko Kojima

Lead Artist  
Studio 2 Group 2 Production 4  
**Bandai Namco Studios Inc.**

### Career

Joined NAMCO BANDAI Games (currently spun-off as Bandai Namco Studios) in 2009. After working on developing Namco titles such as *Go Vacation* and *Touch My Katamari*, she took on producing the character models for *Super Smash Bros.* for Nintendo 3DS/Wii U and *Super Smash Bros. Ultimate*. In recent years, she works as a lead artist on a new title in development and as an instructor for interns and other staff.