OSAMU OHASHI

Title :
Game Design Section #3 Section Manager /CS R&D Dept.2

Born: 1971, Kanagawa, Japan.

Noted Works:
1994 Sonic the Hedgehog 3 (MD)
1996 J-League Sakatsuku (SS)
1997 Daytona U.S.A Circuit Edition (SS)
1997 J-League Sakatsuku 2 (SS)
1999 J-League Sakatsuku (DC)
2002 Project FIFA World Cup (PS2)
2004 J-League Sakatsuku '04 (PS2)
2006 Sakatsuku! Europe Championship（PS2）
2008 Mario & Sonic at the Olympic Games (Wii/DS)

After joining SEGA Enterprises Ltd. in 1993, Osamu Ohashi participated in the development of Sonic the Hedgehog 3, which was his first title for SEGA. Later Ohashi became a lead game designer for *J-Legaue Sakatsuku* and *Daytona U.S.A. Circuit Edition,* he went on to land the role as of director and lead game designer for titles such as; *J-Legaue Sakatsuku 2* and *J-League Sakatsuku* (DC). In 2000 Osamu left SEGA to join EA JAPAN where he worked as producer on *Project FIFA World Cup,* but in 2004 returned to SEGA as a producer for *J-LEAGUE Sakatsuku!'04*, *Sakatsuku! Europe Championship* and *Mario & Sonic at the Olympic Games*. Ohashi is now currently working on *Mario & Sonic at the Olympic Winter Games* (Wii and DS) as a producer.
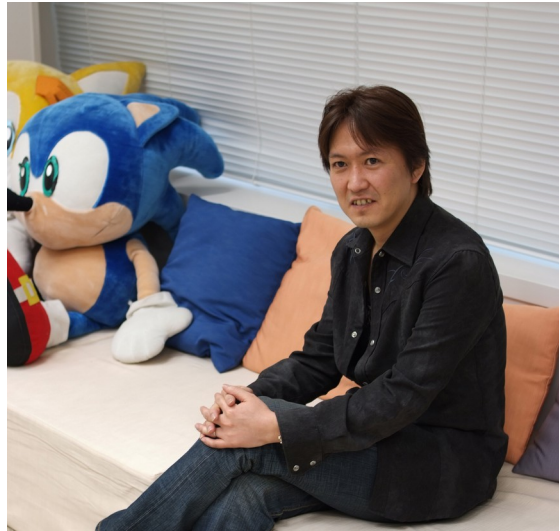
TAKASHI IIZUKA
Title :
Deputy Department Manager /CS R&D Dept.2

Born: 1970, Saitama, Japan.

Noted Works:
1994 Sonic the Hedgehog 3 (MD)
1994 Sonic & Knuckles (MD)
1996 NiGHTS into Dreams…(SS)
1997 Sonic R (SS)
1998 Sonic Adventure (DC)
2001 Sonic Adventure 2 (DC)
2001 Sonic Adventure 2: Battle (NGC)
2003 Sonic Heroes (NGC/PS2/XB)
2005 Shadow the Hedgehog (NGC/PS2/XB)
2007 NiGHTS: Journey of Dreams (Wii)

After joining Sega Enterprises Ltd. in 1992, Takashi Iizuka worked as a game designer for *Sonic the Hedgehog 3* and *Sonic & Knuckles* before moving on to be a lead game designer for *NiGHTS into Dreams…* and *Sonic Adventure*. In 1998 Iizuka moved to SEGA of America, Inc. and established SONIC TEAM USA. During his time running the Overseas Development Division, Iizuka worked on *Sonic Adventure 2*, *Sonic Adventure 2: Battle,* and *Sonic Heroes* as a director and a lead game designer. After the division was consolidated to SEGA and the name changed to SEGA Studio USA, Iizuka worked on *Shadow the Hedgehog* and *NiGHTS :Journey of Dreams* as a producer, director and lead game designer.

On his return to Japan in 2008, Iizuka became the vice (sub) manager for SEGA's CS2 R&D dept., and worked on *Mario & Sonic at the Olympic Winter Games* (Wii) as a director.
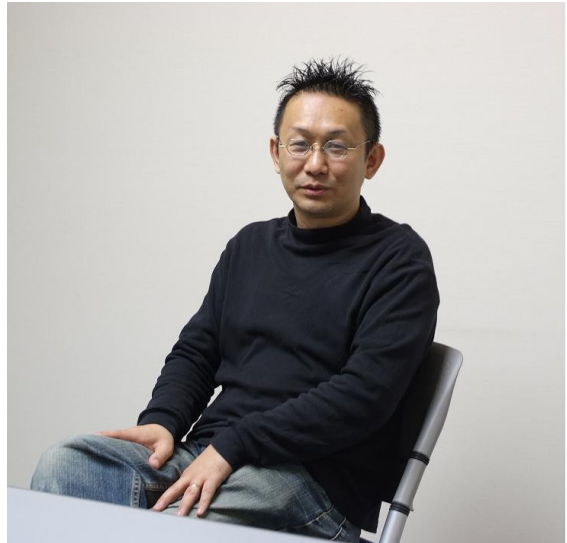
EIGO KASAHARA

Title :
Game Design Section #2 Section Manager /CS R&D Dept.2

Born: 1968, Okayama, Japan.

Noted Works:
1991 Major Title (SFC)
1992 Rockey Rodent (SFC)
1999 Shenmue (DC)
2001 Shenmue 2 (DC)
2002 Beach Spikers (GC)
2003 F-Zero AX/Monster Ride/GX (AC/GC)
2004 The Typing of The Dead Zombie Panic (PS2)
2004 Virtua Striker 4/VS.NET(AC/Mobile)
2006 Virtua Striker 4 Ver.2006 (AC)
2008 Mario & Sonic at the Olympic Games (Wii/DS)

Eigo Kasahara joined Irem Corporation in 1991 to be a game designer for *Major Title*, and a lead game designer for *Rocky Rodent*. In 1994 he then joined SEGA Enterprises Ltd. to launch the Kansai R&D Dept and develop games for 32X and Saturn. In 1996, Kasahara was assigned to the AM2 R&D dept within SEGA as a game design director for *Shenmue*, and by 2001 made his directorial debut with *Beach Spikers.* Kasahara then transferred to Amusement Vision, Ltd. to become a game designer for *F-Zero AX/Monster Ride*, as well as producing *The Typing of The Dead Zombie Panic*. After Amusement Vision, Ltd. was reconsolidated to SEGA in 2004, Kasahara was assigned to the Sports Design R&D Dept as a game design director for *Virtua Striker 4* and *Virtua Striker 4 Ver.2006,* but also acted as an editorial supervisor for *VS.NET* which was the mobile content of *Virtua Striker*. More recently in 2006 Kasahara became the Director for the very successful title, *Mario & Sonic at the Olympic Games,* and in 2008 was assigned to CS2 R&D where he currently serves as a director for *Mario & Sonic at the Olympic Winter Games(DS)*.