



Nintendo®

## Yoshio Sakamoto

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Yoshio Sakamoto was born in Nara City, Nara, in 1959. He is a graduate of the Osaka University of Arts. He began working at Nintendo in April 1982.

Some of Sakamoto's first projects include game and character design for the games *Balloon Fight* and *Metroid*. He is the central figure in the foundation of Nintendo's *Metroid* franchise. He has directed or supervised nearly every game in the series.

Sakamoto has also worked as the producer of top Wario games like *WarioWare: Twisted!* for the Game Boy Advance system, *WarioWare: Touched!* for the Nintendo DS system and *WarioWare: Smooth Moves* for the Wii console. Most recently he served as the producer of *Rhythm Heaven*, *Tomodachi Collection* and *WarioWare: D.I.Y.* both for Nintendo DS.

In 2002, Sakamoto was awarded with the Handheld Game of the Year at the 6th Annual Interactive Achievement Awards for his work on the game *Metroid Fusion*.