

# Announcement of Producer “Akari Uchida” Joining YUKE’S



Yuke’s Co., Ltd. (HQ: Osaka, Japan; President: Yukinori Taniguchi; hereafter, “Yuke’s”) would like to announce the welcoming of producer “Akari Uchida”, who will be joining the company. By applying Mr. Uchida’s rich experience and expansive insights to its originally developed titles, Yuke’s looks to not only expand into new markets, but to also vitalize the entertainment industry.

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## **About Producer “Akari Uchida” (b. 1969)**

Akari Uchida has lent his talents as producer/game designer to a wide range of video games, including dating games, communication games, and action games. Owing to his unique sense of creativity and character, fans affectionately refer to him as “Otousan (Father)” and “Papa”. His announcement on March 16<sup>th</sup>, 2015 that had become available sparked interest both within the video game industry and amongst his fans, who have since been keen to see where his next endeavors would lead.

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## **Additional Reference**

### **About Yuke’s (<http://www.yukes.co.jp/>)**

After developing the world’s first 3D wrestling video game engine for the PlayStation, Yuke’s has continued to lead the world in the fighting game genre. Aside from their professional wrestling games, they recently have achieved success with Hollywood film-based digital downloadable games such as “Real Steel” and “Pacific Rim”. The quality of its achievements in graphic creation within the Amusement Machine industry in Japan have also received high praise from business clients.

### **Key Releases & Sales Figures:**

WWE Series (Total: 57 mill.) / UFC Undisputed Series (Total: 10 mill.) / Real Steel (Total 540,000)

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