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Hiromasa Shikata graduated from the Visual Communication Design Course at Kanazawa College of Art. He joined Nintendo Co., Ltd. in April of 1997 and is currently the Coordinator of Software Development Group No.3.

He has previously worked on field design for several Nintendo titles like *Legend of Zelda: Ocarina of Time* for the Nintendo 64 and *Pikmin* for the Nintendo GameCube. In addition, he contributed to planning for *Legend of Zelda: Twilight Princess* on the Nintendo GameCube and Wii system, *Legend of Zelda: Spirit Tracks* for the Nintendo DS and *Nintendo Land* for the Wii U system. He also served as director for *Legend of Zelda: A Link Between Worlds* for the Nintendo 3DS and is currently working on *The Legend of Zelda: Tri Force Heroes* for the Nintendo 3DS.