

Kutaragi always had a desire to take apart his toys as a child to see how they worked and as a teen learned the intricacies of electronics. This natural **(curious)** led Kutaragi to fall in love with electronics and **(eventual)** earned a degree in Electronics from Denki Tsushin University.

Right after **(achieve)** his degree, Kutaragi began working for Sony as a part of Sony's digital research labs. Working on many **(succeed)** projects - including early liquid crystal displays and digital cameras - Kutaragi quickly earned himself the reputation of being an excellent problem **(solve)** and forward thinking engineer.

In the late 1980's Kutaragi realized the exciting potential in video games while **(watch)** his daughter playing the Famicom. Ironically, the father of the playstation began working in secret with Nintendo as Sony expressed little interest in the video game industry at the time.

Kutaragi managed **(persuade)** Sony to fund his next project despite opposition and at a time when video games were regarded as a fad. Kutaragi's **(succeed)** with the Playstation earned him the go ahead from Sony to start and head the development of the Playstation 2, the most successful video game console in history and Sony's **(late)** in the Playstation brand, the Playstation 3.