

Tomo Michigami

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WORK EXPERIENCE

Viacom Next

Aug 2016 - Present New York, US

Technical 3D Artist, 3D Generalist

Created 3DCG art asset for VR experiences and games.

Including Modeling, Texturing, Rigging, VFX.

Research and Technical Development.

Aeronaut (2018) / VR music video / Technical 3D Artist

- Re-lighting process research for holographic captured model.
- Modeling VR avatar and Rigging for IK system
- Modeling and Texturing for 3D props.

Withdrawal (2017) / VR music video / 3D Artist

- Modeling and Texturing for 3D props.

The Melody of Dust (2016) / VR music experience / 3D Artist , VFX Artist

- Texturing for 3D props and environment assets.
- Creating a particle effects.

FUJI TELEVISION NETWORK, INC. Apr 2007 - Aug 2014 Tokyo, Japan

CG Director, Producer, Technical Director

Oversee computer graphics production of project from beginning to end.

Directed and produced computer graphics sets for television programs.

Including live news, quiz show and music program.

Directed and Designed 2D and 3D graphics materials for related events and products.

Managed project budget and CG sets team.

Managed on the job site educational program for the team member.

Major works:

R-1 Granprix / Comedy show series / CG director, Technical Director

- Designing and directing a virtual television set.
- Technical support for camera crews and set designers.
- Budget and staff management.

Science Mystery / Science program series / Technical Director

- Technical support for camera crews and set designers.
- Budget and staff management.

Uchu Tenki Yoho (Space Weather Forecast) / Planetarium program

Producer, CG Director, Technical Director

- Planning a program.
- Designing and directing a graphics materials.
- Technical support for production pipeline.
- Budget and staff management.

SKILLS

Software

Maya, ZBrush, Unity, Unreal Engine, Substance Painter/Designer, Blender, TopoGun, Premier, Photo shop, Illustrator, After effect

Houdini, 3DStudioMax, Softimage3D, Nuke, Octane renderer,

Programming

Python, Mel, C#, JavaScript, C++, Objective-c, Swift, Lua,

EDUCATION

- 2016 Master of Fine Arts School of Visual Arts, New York, US
- 2008 Bachelor of Fine Arts Tama Art University, Tokyo, Japan

EXHIBITION

- 2018 Creative Tech Week, New York,
- 2016 SIGGRAPH ASIA 2016, ACM The Venetian Macau, Macau
Indie prize USA, Casual Connect, San Francisco
“After School Special” SVA theater, New York
“Open studio” School of Visual Arts, New York
- 2015 “NYC Media lab annual summit 2015” VR showcase, NYU, New York

AWARDS/HORNORS

- 2016 Indie prize 2016 Best VR game nominee Casual Connect, San Francisco,
NYC Media Lab Virtual reality story telling research fellowship, New York
Pola Rhodes award School of Visual Arts, New York
- 2014 MFACA scholar ship award School of Visual Arts MFACA, New York
- 2005 11th Campus Genius Award Final nominee The Computer Graphic Arts Society, Japan

PANELS/TALKS

- 2016 NYC media lab annual summit 2016, Colombia University, New York
- 2014 TVCG festival, IMAGICA, Shinagawa, Tokyo, Japan
- 2012 Guest lecture for 360 degree shooting Wakayama University, Wakayama, Japan

PUBLICATION

- 2010 *New weekly FujiTV Critiques Magazine*,
Interview about Computer Graphics set, Fujitelevision, Tokyo, Japan