

TOMO MICHIGAMI **Technical Art and Design**

Email: tmichigami@tmnr.net Portfolio: <https://tmnr.net>

WORK EXPERIENCES

AVATAR-DIMENSION — *Senior Technical Artist* Aug 2020 - Present, Ashburn, VA

- Created volumetric capture assets for various clients, including Balenciaga's fashion campaign.
- Developed optimization pipeline for volumetric capture assets.
- Developed custom scripts and plugins for assets optimization.

VIACOM XR — *Lead Technical Artist* Sep 2018 - Apr 2020, New York, NY

- Directed art and design for VR/AR projects of major Viacom's brands including MTV, Paramount Pictures, VH1, Nickelodeon, and AwesomenessTV.
- Proposed technical solutions and led 3D environment asset creation.
- Developed visuals, and delivered 3D environment art assets and props to the engineering team.
- Designed UI/UX for VR/AR projects.

VIACOM NEXT — *Technical Artist* Sep 2016 - Feb 2018, New York, NY

- Created 3D/2D assets and environment for VR and AR experiences.
- Developed interactive assets in Unity / UnrealEngine.

FUJI TELEVISION NETWORK, INC — *CG Technical Director* Apr 2007 - Aug 2014, Tokyo, Japan

- Directed 3D/2DCG designs for nationwide News, Music, Quiz Shows, and Infotainment programs.
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SKILLS

- Working with real time graphics based projects. (Web, VR, AR, XR)
- Art direction for 3D/2D art.
- Creating and optimizing 3D/2D assets including environment, props, and characters.
- Developing custom tools and pipelines.(Maya, Blender, Unity, Python)
- UI and UX development.
- Working with high paced work environments.

SOFTWARE / LANGUAGES

Maya, Blender, Zbrush, Houdini, Substance Painter/Designer, Nuke, Unity, Unreal Engine, Adobe CS, SparkAR, Figma, Python, Mel, C#, JavaScript, Git, Jira, LUA, HLSL

AWARDS

The Daytime Emmy Award, 2020 *Light As A Feather MR experience.*

Cannes Lions Digital Craft GrandPrix, 2018 *Aeronaut VR Music experience.*

Shorty Awards Winner in SnapChat Partnership, 2019 *Madonna "MEDELLÍN" video world premiere.*

Shorty Awards Creative Use of Technology finalist, 2018 *2018 EMA AR Voting app.*

EXHIBITIONS

CreativeTechWeek *What's This?* AR Object recognition app May 2018, New York, NY

SIGGRAPHASIA2016 VR Village *STRAY SHEEP* Dec 2016, Macau

EDUCATION

School Of Visual Arts — Master Of Fine Arts Aug 2014 - May 2016, New York

Tama Art University — Bachelor Of Fine Arts Apr 2003 - Mar 2007, Tokyo, Japan