

TOMO MICHIGAMI **Technical Artist**

| tmichigami@tmnr.net | <https://tomonarimichigami.artstation.com/> | [Demo reel](#)

PROFESSIONAL EXPERIENCE

VIACOM — *Lead Technical Artist* Feb 2018 - Present, New York, NY

- Proposed new technical solutions and lead the art asset creation pipeline.
- Programmed shaders and physics simulations for AR projects with 2M+ views.
- Oversaw visual quality and overall design criteria for VR/AR experiences.
- Worked with a team of engineers to create immersive storytelling experiences in VR/AR.
- Created visual and concept designs for pitch decks with head of product.
- Explored new technologies for the team with a focus on tools, pipelines, shaders, and devices.

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

- Created 3D / 2D CG asset for VR and AR experiences.
- Managed, implemented, and optimized assets from other artists and production studios.

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

- Communicated with program directors and producers.
 - Lead and managed CG team of over 40 people.
 - Oversaw project budgets, scheduling, and staffing.
 - Directed VR set designs for nation wide News, Music, Quiz Shows, and Infotainment programs.
 - Created 3D / 2D CG graphics for television programs, related events, and products
 - Directed and produced 360 video planetarium programs for KONICA MINOLTA.
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SKILLS

- High and low polygon modeling for pre-rendered and real time graphics work.
- PBR texturing and shader programming.
- Creating rigs and custom scripts for animation.
- Optimizing and decimating assets for real time rendering purposes.
- Simulating dynamics and optimizing animations for VR/AR experiences.

SOFTWARE

Maya, Zbrush, Houdini, Blender, Substance Painter/Designer, Topogun, Nuke, Unity, Unreal Engine, Marmoset toolbag, Adobe Products, Python, MEL, C#, Objective-C, JavaScript, LUA, HLSL, GLSL,

AWARDS/EXHIBITION

Cannes Lions Digital Craft GrandPrix, 2018 *Aeronaut*

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

SXSW2018, *Aeronaut*, Viacom's project Mar 2018, Austin, TX

CreativeTechWeek, *What's This?*, AR Object recognition app, personal project May 2018, NewYork, NY

SIGGRAPHASIA2016 VR Village, *STRAY SHEEP*, personal project Dec 2016, Macau

EDUCATION

School Of Visual Arts — Master Of Fine Arts
Tama Art University — Bachelor Of Fine Arts
Japan

Aug 2014 - May 2016, New York
Apr 2003 - Mar 2007, Tokyo,