

# TOMO MICHIGAMI Technical Art and Design

Email: [tmichigami@tmnr.net](mailto:tmichigami@tmnr.net) Portfolio: <https://tmnr.net>

---

## PROFESSIONAL EXPERIENCE

VIACOMCBS — *Technical Art and Design Lead* Feb 2018 - Apr 2020, New York, NY

- Directed art and design for XR (VR, AR, and MR) projects for Viacom's brands including MTV, Paramount Pictures, VH1, Nickelodeon, and AwesomenessTV.
- Proposed technical solutions and led the art creation pipeline for XR experiences.
- Developed visual and concept designs for pitch decks with Product Manager.
- Explored new technologies for the engineering team with a focus on tools and pipelines.

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

- Created both 2D and 3D assets for VR and AR experiences.
- Developed interactive assets in Unity and Unreal Engine.

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

- Directed VR set designs for nationwide News, Music, Quiz Shows, and Infotainment programs.
  - Led and managed a CG team of over 40 people.
  - Directed and produced 360 video CG planetarium programs with KONICA MINOLTA.
- 

## SKILLS

- Developing XR experiences with various devices(Oculus, Vive, Hololens, Magic Leap, webAR)
- Creating a 3D environment and interactive props for real-time graphics.
- UI and UX development for XR experiences.
- Scripting for custom tools (Maya, Blender, Houdini, Unity, and Python)
- Inventing art creation pipelines for emerging technologies.
- Working with the photogrammetry model workflow.

## SOFTWARE / LANGUAGE

Maya, Zbrush, Houdini, Blender, Substance Painter/Designer, Nuke, Unity, Unreal Engine, Adobe Creative Suites, SparkAR, LensStudio, Figma, Python, C#, JavaScript, LUA, HLSL, GLSL

## AWARDS

Emmy Nomination for Outstanding Interactive Media for a Daytime Program, 2020 *Light as a Feather*  
Cannes Lions Digital Craft Grand Prix, 2018 *Aeronaut VR Music experience*  
Shorty Awards Winner in SnapChat Partnership, 2019 *Madonna "MEDELLÍN" VIDEO world premiere*

## EXHIBITION

VidCon 2019, *Light as a Feather MR/AR experience* Viacom's project Aug 2019, Anaheim, CA  
SXSW 2018, *Aeronaut VR Music video* Mar 2018, Austin, TX  
Creative Tech Week, *What's This?*, AR Object recognition app, May 2018, New York, NY  
SIGGRAPH ASIA 2016 VR Village, *STRAY SHEEP* Dec 2016, Macau

## EDUCATION

School of Visual Arts — Master of Fine Arts Aug 2014 - May 2016, New York, NY  
Tama Art University — Bachelor of Fine Arts Apr 2003 - Mar 2007, Tokyo, Japan