Tami Tritz

Senior Technical Artist

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Experience

Digipen Institute of Technology
Adjunct Character Rigging Instructor
Sept 2025 - Present
College instructor for Introduction to Character Rigging, managing a large class with no rigging experience with the goal of bringing them to functionality within the basic aspects of Technical Art.

Microsoft Mixed Reality & Microsoft Mesh
Technical Artist
July 2019 – June 2025
Created character rigs and Maya side toolsets, facilitated outsourcing management, and oversaw asset integration in Unity. Collaborated cross-discipline daily, organized and led meetings to accomplish team goals. Supported teams of 10-35 artists on multiple projects, shipped and unshipped. Project highlights include:

Incubation HoloLens Projects
Sole Technical Artist supporting team of 10, created demo projects and pipelines for internal and external pitches for large-scale AR products. This includes integrating assets in small scale games, to full animation pipelines for fully rigged avatars in larger scale Augmented Reality Experiences, with multiple projects viewed and endorsed by high level C-Suite, including CEO Satya Nadella.

Microsoft Mesh Avatars for Teams
Developed Teams Avatars from incubation to release. Trained new members & integrated hundreds of assets into Unity. Worked with other technical artists to integrate Simplygon for LOD management and a wardrobe culling system to maximize character customization in personal avatars. Collaborated with engineering & design to advocate for the art team to create the best visual product possible on all hardware specs.

OceanXplorers – Disney+/National Geographic
Collaborative mini-series between Microsoft and National Geographic showcasing HoloLens 2 AR on a scientific research vessel studying deep sea life. Rigged and animated all ocean life creatures in the show used in the "HoloLab" AR lab scenes.

Altspace VR
Revamped an existing avatar system for greater customization and fidelity for users, re-rigging the avatar system and integrating clothing and hair assets into Unity.

Microsoft Build & Ignite Keynotes
Created visuals for event speakers, worked with show designers to present the experience in AR & VR for all employees and external viewers. Included collaborations with companies such as Niantic and Burning Man. Worked on tight turnarounds of 2-3 weeks for large scale builds shown to 200,000+ viewers in real time.

Women at Microsoft: Mixed Reality Employee Resource Group
Team Lead
Led the Mixed Reality branch of the WAM group consisting of 5-10 volunteers, coordinated talks from internal and external members, managed budget, organized group volunteering events of 20+. Mentored new employees with a focus on creating a supportive work environment for all members of Mixed Reality.

Grace Hopper Celebration, PAX West, & Emerald City Comic Con Games Industry Speaker & Educator
2022-Present
Created panels for professionals and amateurs on technical and cultural topics, recruited speakers, and moderated discussion on multiple panels, including **Dimensional Alchemy: Where Art and Science Meet Reality,** a deep dive into the crossover between tech art and engineering with Chaehong Lee, **Look Behind the Curtain: Creatives in the Games Industry,** an introduction to creative roles in games, and **Pixels to Prototypes: Immersive Technology.**

Tools

- Maya
- Unity
- Unreal
- Perforce
- Git
- Shotgrid
- Jira
- Simplygon
- Python
- PyMEL
- MEL
- C
- C#
- PyQT

Skills

- Character Rigging
- Hair and Cloth Simulation
- Toolbox development
- Engine Integration
- Asset Optimization
- 3D Modeling & Printing
- Animation
- VFX
- Blendshapes

- Augmented & Virtual Reality
- Mobile
- Console
- Headset

- Outsourcing Management
- Cross-Discipline Collaborator
- Strong Communicator
- Adaptive, fast learner
- Self Motivated
- Curious
- Inquisitive

Education

Bachelor of Fine Arts in Digital Art and Animation
DigiPen Institute of Technology
2015-2019