TAMARA MIJIĆ

TOOL ENGINEER

PORTFOLIO

https://tamaramijicportfolio.netlify.app

CONTACT

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ABOUT ME

Creative and dedicated engineer with a strong background in 3D graphics and a focus on developing efficient tools.

Highly organized, communicative, and versatile, with a proven ability to quickly learn new technologies. Recognized for strong problem-solving skills and effectiveness both independently and within collaborative teams.

HOBBIES

Board Games

Jigsaw Puzzles

EDUCATION

Bachelor and **Master** academic studies in
ENGINEERING ANIMATION
2015 - 2021
Faculty of Technical Sciences, University of Novi Sad

> **MASTER THESIS:**

"System for automatic generation of human face rig"

> **BACHELOR THESIS:**

"Automatically generated humanoid character rig using Python programming"

EXPERIENCE

> **PLAYSTUDIOS** — *Nov 2022 - Jan 2025*

Recognize issues and areas of improvement in workflows.
Investigate and integrate new tools into the pipeline.
Introduce tools to the teams and provide training and documentation.
Work with the teams on tools improvements based on their feedback.

> **THE UNIT** — *Aug 2021 - Sep 2022*

Casino games developer in UE4

> **EVOVOR**, **EVOFASHION** Project — *2019 - 2020*

Developed over 20 Maya scripts for pipeline efficiency, animation generating...

> **FREELANCE** — *2019 - Present*

Tasks including modeling, 2D/3D animation and tool developing

SKILLS

Python
● ● ● ● ● ● ● ○ ○ ○

C#
● ● ● ● ● ● ○ ○ ○ ○

JavaScript
● ● ● ● ● ● ○ ○ ○ ○

TypeScript
● ● ● ● ● ○ ○ ○ ○ ○

Swift
● ● ● ● ○ ○ ○ ○ ○ ○

SQL
● ● ● ● ○ ○ ○ ○ ○ ○

2D ▬▬▬ 3D