



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.

I am an organized, communicative, and versatile individual, known for my quick learning ability. My problem-solving skills are highly regarded, and I am effective both as an independent worker and as a collaborative team member.

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



miro



2D

3D

