

Walker Hajduk

CFX/Rigging Artist

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EXPERIENCE

T'sarE, Remote — *Technical Artist Intern*

November 2025 - March 2026

- Received five rigging assignments through Slack and executed the director's vision.
- Given notes on geometry to modelers if any issues are found with topology.
- Create documentation of final rigs for animators and people further down the pipeline.
- Brought fbx of the rig and animation into Unreal to test and make sure everything was working.

RLMG, Remote — *Rigging Artist*

March 2025 - July 2025

- Developed an Unreal Engine-ready rig ready to import from Maya to Unreal.
- Incorporated rigs on two elk models with the goal of maintaining already finished animations.
- Communicated with leads on when projects should be done, and expertly made deadlines.
- Worked with the team to solve different technical challenges faced.

PROJECTS

"Glitch" — *Technical Director for film*

May 2023 - June 2024

- Modelled the characters with proper topology for rigging.
- Made lead choices in how the character was setup and took feed back on the model.
- Used effective problem-solving skills when problems arose due to technical issues.
- Setup proper guides for other artists to follow throughout the pipeline.

"Shroud Falls" — *Lead Rigger for film*

July 2023 - November 2024

- Designed body and facial Rigs for the two characters.
- Troubleshoot and incorporated rigs from multiple artists into one rig.
- Used effective communication and time management to get the rigs done on time.
- Demonstrated differences in rig designs to make sure the director got the exact rig he needed.

"Love at First Light" — *Character Rigger for film*

November 2022 - May 2023

- Designed the Rig for the two main characters.
- Made lead choices in how the characters were setups worked and gave feedback on topology.
- Used effective communication with a student director to bring their vision into action.
- Used Python to quickly create rigs for both characters and props.

EDUCATION

Master's of Science (M.S.) in
Visualization

Texas A&M

Expected Graduation May 2028

Bachelor of Fine Arts (B.F.A.) in
Technical Animation

Savannah College of Art and
Design (SCAD)

June 2024

Summa Cum Laude

Minor in Character Technical
Direction

SKILLS

Software

- Maya
- Houdini
- Python
- Substance Painter
- Photoshop
- Illustrator
- Animate
- Office Suite

Professional

- Teamwork
- Work Ethic
- Communication