# Walker Hajduk

**CFX/Rigging Artist**

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## EXPERIENCE

### **Texas A&M University** — *Graduate Teaching Assistant*

August 2026 - Present

- Teach students the ability to use Python and Unreal 5.
- Effectively guide students through labs.
- Met expectations and deadlines for grading students work.
- Help maintain a professional learning environment.

### **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.

### **"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

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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
- Unreal
- Substance Painter
- Photoshop
- Illustrator
- Animate
- Office Suite

### Professional

- Teamwork
- Work Ethic
- Communication