Walker Hajduk

Technical Animator

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EXPERIENCE

T'sarE, Remote — *Technical Artist Intern*

2025 - Present

· Received 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.

· Bring fbx of the final rig or animation into Unreal to test and make sure everything is working.

RLMG, Remote — *Rigging Artist*

2025 - 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.

· Communicated possible and ways to fix to team members to have the most effective pipeline.

PROJECTS

"Glitch" — *Technical Director for film*

2025 - 2025

· 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*

2025 - 2025

· Designed body and facial Rigs for the two characters.

· Troubleshot 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*

2025 - 2025

· 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

The Savannah College of Art and Design, Savannah, GA

Spring 2024

Summa Cum Laude, Bachelor of Fine Art, Technical Animation

Minor in Character Technical Direction

SKILLS

Software

· Maya

· Houdini

· Python

· Substance Painter

· Photoshop

· Illustrator

· Animate

· Office Suite

Professional

· Teamwork

· Work Ethic

· Communication