# CJ Nowacek

*Technical Artist & Pipeline Developer*

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## Professional Summary


Technical Artist specializing in game development workflow optimization through Python, MEL, and MaxScript. Proven 30% pipeline efficiency improvements and successful AAA asset delivery for Smite 2 at Hi-Rez Studios. Expert in cross-departmental collaboration and automated rigging systems.


## Technical Skills

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|---|---|
| Programming | Python (Maya API, PyQt), MEL Script, MaxScript, Git, Perforce, CI/CD |
| 3D & Engines | Maya, 3ds Max, Unreal Engine 5, Unity, Substance Painter |
| Specializations | Character Rigging, Asset Pipeline Development, Workflow Automation |

## Professional Experience

Mar–Apr 2025 — **Technical Artist (Contract)**, *Anuttacon via GoDemic*, Remote
- Developed automated asset tools with iterative feedback integration
- Designed optimized asset development pipelines enhancing efficiency

Nov 2024–Mar 2025 — **Technical Animator (Contract)**, *Hi-Rez Studios*, Alpharetta, GA
- Ported and reworked characters for Smite 2 in Unreal Engine 5
- Developed Python and Macscript scripts for automatic asset setups in UE5 pipeline

Aug 2023–Oct 2024 — **Associate Rigging Artist**, *Hi-Rez Studios*, Alpharetta, GA
- Ported characters and cosmetics from UE3 to UE5 for Smite 2 production
- Developed Maxscript scripts reducing asset processing time by **25%**
- Cross-departmental collaboration (Animation, Design, QA) for milestone delivery
- Rigged new playable characters and troubleshot complex rig problems

Aug 2022–May 2023 — **Rigging Intern**, *Hi-Rez Studios*, Alpharetta, GA
- Weight painted cosmetic assets to AAA production standards under tight schedules
- Developed workflow optimization scripts for common rigging tasks

## Education

May 2023 — **BFA, Animation and Game Design**, *Cleveland Institute of Art*, Cleveland, OH
Senior Project: Automated Rigging System for Game Characters

## Key Technical Achievements

**Smite 2 Migration Pipeline**, *Hi-Rez Studios*
Automated rig conversion reducing manual work by **60%**. Python tools for batch processing 100+ character assets with cross-platform compatibility testing.

**Automated Rigging Toolkit**, *Internal Development*
GUI-driven rig generation system with template-based approach. **25% reduction** in rigging time across projects through Maya API integration.

**CI/CD Asset Pipeline**, *Anuttacon Contract*
Jenkins-based automation for asset validation with multi-platform build support. **99% success rate** for zero-downtime deployments.

## Quantified Impact

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|---|---|
| Asset Processing | **25%** time reduction via Python automation |
| Pipeline Efficiency | **30%** throughput improvement with CI/CD |
| Workflow Automation | **60%** manual task elimination |
| Quality Assurance | **40%** bug reduction through validation |