CJ Nowacek
Technical Artist & Pipeline Developer

Cleveland Heights, Ohio
(216) 469 0959
cj.nowacek@gmail.com
cjnowacek.com
cjnowacek

Professional Summary

Technical Artist specializing in workflow optimization, asset pipelines, and automation for AAA development. Proven efficiency gains through Python, MaxScript, and Maya API tooling; strong collaboration across Animation, Design, and Engineering; and a consistent focus on reliability, usability, and scale.

Core Skills

Programming	Python (Maya API, PyQt), MaxScript, MEL, Bash, Git, Perforce, Jenkins
DCC/Engines	Maya, 3ds Max, Unreal Engine 5, Unity, Substance Painter
Focus	Character rigging, pipeline development, batch tooling, workflow automation

Professional Experience

Mar–Apr 2025 — **Technical Artist (Contract)**, *Anuttacon via GoDemic*, Remote
- Developed automated asset tools with iterative feedback integration (Python/MaxScript)
- Designed optimized asset development pipelines enhancing throughput and reliability
- Maintained Jenkins-based validation for batch conversions and multi-platform builds

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/MaxScript tools for automatic asset setup within UE5 pipelines
- Collaborated across Animation, Design, QA to ensure milestone delivery

Aug 2023–Oct 2024 — **Associate Rigging Artist**, *Hi-Rez Studios*, Alpharetta, GA
- Ported characters/cosmetics from UE3 to UE5 for Smite 2 production
- Authored MaxScript batch tools, reducing asset processing time by **25%**
- Rigged new playable characters and debugged complex rig/skin issues

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

Technical Projects & Achievements

Process Automation & Error Reduction, *Hi-Rez Studios*
- Automated conversion pipelines, reducing manual work by **60%** and asset-related bugs by **40%**

GUI Tooling for Repeatable Processes, *Internal Development*
- Designed GUI-driven tools that made complex workflows accessible to non-technical users
- *Impact:* Shortened onboarding time and reduced senior-staff dependency

CI/CD Implementation, *Anuttacon Contract*
- Configured Jenkins automation for validation and multi-platform builds; maintained a **99% success rate**
- *Impact:* Reduced manual QA time by **40%**; increased deployment reliability

Education

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