

DANIEL PAUKER

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TECHNICAL ARTIST

Technical Animator delivering high-quality, real-time cinematics and gameplay-adjacent content, bridging creative animation needs with robust technical solutions. Excel at automating processes in rigging and animation, with expertise in cloth, physics, and real-time dynamic movement, aligning aesthetics and engineering to ensure production-ready and game-engine-friendly systems. Pipeline optimizer who empowers teams by building tools and documenting workflows that reduce work and speed up iteration.

Unreal Engine 5 | Autodesk Maya | Python | Jira | Perforce | UE5 Blueprints | Confluence | Dynamic Simulation | Documentation

PROFESSIONAL EXPERIENCE

HALON ENTERTAINMENT – Glendale, CA (Remote)

Technical Animator

04/2021 – 08/2025

- Wrote and integrated tools to assist in animation, rigging, and shot breakout processes.
- Shipped 30+ Fortnite trailers and promotional assets, contributing to cadence of at least 2 per quarter; consistently met delivery dates with 0 last-minute rollbacks on assigned shots.
- Introduced Slack lists to animation and tech animation teams for easy shot approval tracking, improving inter-team responsiveness 50%.
- Built Python and Blueprint tools that collectively reduced animation shot setup time by hours, enabling faster iteration during peak release windows.
- Standardized Unreal cloth workflow and documentation, cutting 8-hour learning process down to 60 minutes through streamlined pipeline-specific processes.
- Updated Perforce workspace documentation with new information.
- Developed Blueprint logic for real-time, dynamic movement systems for 30+ characters, accelerating future iterations of each by 5 hours.
- Provided frontline support across UE, Maya, UGS, and Perforce, resolving 10-15 tickets each week with median turnaround of 1 hour to minimize artist downtime.
- Led Perforce workspace setup practices, instantiating 40+ workspaces for artists, directors, and engineers.

GIRLS MAKE GAMES – Mountainview, CA

Game Design Counselor

07/2019 – 07/2019

- Designed and delivered project-based curriculum covering sprites, node-based logic, and narrative structure, with 100% of students completing playable prototype by program end.

FILMWORKS FX – Woodlands Hill, CA

Intern

01/2019 – 05/2019

- Modeled, completed UV mapping, textured, and cleaned 40+ props for in-house animation project, meeting asset quality bars with <5% rework after review.
- Organized assets in modified Shotgun pipeline, improving ease of retrieval ~50% and reducing duplicate file creation.

AFFINITY STUDIOS – New York, NY (Remote)

Lead 3D Artist & Animator

05/2018 – 09/2018

- Delivered complete end-cutscape pipeline (rigging, animation, edit) on schedule with no requested revisions for shipped steam title, *Real AI's Humanity Academy*.
- Built production-ready character/prop rigs in Maya for Unity with no reported issues and average turnaround of 24 hours.

EDUCATION

SYRACUSE UNIVERSITY – Syracuse, NY

Bachelor of Fine Arts (BFA), Computer Art & Animation

06/2020