

DANIELA DWEK

Lead Character Technical Director | Filmmaker | Emerging Technology

Bay Area, CA | +1 (917) 690 9270 | daniela@danimation.art | www.danimation.art



PROFESSIONAL SUMMARY

Lead Character Technical Director and filmmaker with 7+ years of feature-animation experience at Pixar, spanning character modeling, rigging, technical problem-solving, creative direction, production leadership, and cross-functional workflows. Experienced leading teams of up to 10 artists, mentoring interns and new hires, and collaborating across Art, Animation, Tailoring, Shading/Grooming, Simulation, and Production. Alongside studio work, experienced with independent generative-AI filmmaking workflows across image, video, and audio, applying professional production principles to emerging creative technologies.

EXPERIENCE

Pixar Animation Studios

Character Model Lead

Gatto (2027) 2024- Present

- Lead a character modeling and rigging team of 10 across principal and supporting characters, combining hands-on character work with artist leadership, reviews, technical problem-solving, and cross-department collaboration. Partnered with Art during early character development, led model/rig collaboration across Maja (hero character), violin, backpack, and hair-rigging work, supported background-character workflows, and mentored two interns and new hires.

Hoppers (2026) 2023- 2024

- Developed the Nisha rabbit character from scratch topology through modeling and rigging, creating a master asset that supported additional background rabbit characters.

Elio (2025) 2022- 2023

- Promoted from individual contributor to Character Model Lead mid-production; led artist priorities and execution while remaining hands-on with modeling/rigging Elio and additional characters. Led background-human project planning and coordination across teams, partnered closely with Art, Animation, and Production, and developed Maya tools to improve workflow consistency and efficiency.

Character Model/Rig TD

Win or Lose (2025) 2021-2022

- On the 5x Emmy Award-winning series, modeled and rigged primary and secondary characters while leading the Digital World character project from development through completion. Owned work spanning base topology, master rigging, R&D, character variation, and production-support tools in close collaboration with Animation.

Luca (2021) 2020-2021

- Modeled and rigged background sea creatures, village characters, and props; created a reusable jellyfish master rig and contributed extensive shot-sculpting work to support character and shot-specific production needs.

Character Model/Rig TD Intern

Soul (2020) & Onward (2020) Summer 2019

- Character Model/Rig Intern; modeled and rigged background characters, contributed shot sculpting, and developed a Maya-to-ZBrush workflow tool to support asset iteration.

AI & CREATIVE TECHNOLOGY

Undisclosed Generative AI Short Film — Experimental Pilot

2026

- Collaborated on an unreleased experimental production evaluating generative-AI tools for professional filmmaking. Responsible for visual development and generation-ready frames, with a focus on continuity and design consistency. Additional work available privately where permitted.

Independent Generative AI Filmmaking

2025 – Present

- Build end-to-end generative workflows for narrative projects with intentional, design-led choices.
- Develop and compare reference-driven generation, first/last-frame techniques, and 2D/3D hybrid pipelines to improve character consistency, shot continuity and creative control.
- Explore where emerging AI tools can enhance traditional 3D animation pipelines while preserving artistic integrity.

LEADERSHIP & SPEAKING

Student Academy Awards Judge	2021– Present
Serve as a judge for student films, evaluating storytelling, visual craft, and overall execution; Academy Gold member.	
DISGRAPH Conference Presenter – “Supporting Violin Animation on Pixar’s Gatto”	2026
Presented a violin-automation rigging workflow developed to support Violin playing animation on Gatto (2027).	
SIGGRAPH Conference Presenter– “Crafting Expressive, Non-Humanoid Alien Characters on Pixar’s Elio”	2025
Presented creative and technical approaches used to develop expressive non-humanoid characters for Elio.	
Women in Animation Leadership Institute	2024
Selected and Sponsored for an industry leadership-development program focused on advancing leadership in animation.	
Mazel Co-Lead	2024– Present
Co-lead Pixar’s Jewish employee resource group, organizing community programming and events.	
Cultural Trust Ambassador & Characters D&I Taskforce	2021– 2024
Served as a liaison for crew members raising Cultural Trust and inclusion-related concerns, feedback, and ideas.	
TEDx Speaker– Finding Your Authentic Voice	2023
Presented on finding an authentic creative voice through storytelling and animation, drawing on my personal journey as an artist and filmmaker.	
PixStart Executive Project	2021–2022
Helped develop PixStart, an onboarding program supporting new hires at Pixar.	
Women in Animation Mentor “Creating Your Own CG Character”	2021
Mentored a cohort of 8 participants through the full 3D character pipeline, including sculpting, modeling, UVs, rigging, shading, grooming, cloth simulation, and introductory Python.	

FILMMAKING

Hamsa – Writer, Director & Character Artist	2020
- Student Academy Award winner; screened at the Cannes Film Festival and additional international festivals. - Wrote and directed the animated short from concept through final production; contributed character art, FX, and compositing.	

CORE SKILLS

Generative AI & Creative Technology
Claude, OpenAI , ElevenLabs, Figma Weave, fal.ai, Kling, Suno, Seedance, Veo, Nano Banana, Midjourney, ComfyUI, Runway; generative image, video, and audio workflows
Technical
Python for Maya, procedural and node-based workflows, asset inheritance, character rigging, technical art, pipeline troubleshooting, production tooling.
Film Production Software
Maya, ZBrush, Mari, Substance Painter/Designer, Marvelous Designer, XGen, Blender, Houdini, Nuke, Unreal, Unity, Presto, Adobe Creative Suite, Perforce, Avid Pro Tools
Leadership
Artist leadership, reviews and feedback, mentoring, cross-functional collaboration, presentations, production ownership
Languages
Fluent: English, French, Spanish. Conversational: Hebrew, Italian, German.
Additional
Editing, Motion Graphics , Graphic Design, Sound Design , 3D printing

EDUCATION

School of Visual Arts (SVA), New York City	2016 – 2020
- BFA, Computer Art, Computer Animation & Visual Effects - Selected Commencement Speaker, School of Visual Arts, 2020-2021	