

William “Bill” Buckley

Animation Director

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Employment:

First Contact Entertainment: Animation Director *[2016 – Present]*

Titles:

ROM Extraction

Firewall Zero Hour

Solaris off World Combat

Responsibilities:

- Developed and oversaw animation pipeline.
- Hired, lead, and motivated animation team.
- Developed new and enticing animation systems to showcase a greater immersion in VR
- Directed Motion Capture and Voiceover Sessions.
- Directed Gameplay capture sessions for marketing material
- Wrote, storyboarded and directed marketing trailers

StarBreeze: Lead Animator *[2015- 2016]*

Titles:

John Wick: The Impossible Task VR Experience

Responsibilities:

- Managed, lead, and critiqued a team of animators, both in house as well as international contractors.
- Developed animation systems within Unreal 4 game engine
- Designed Animation features and tools for Starbreeze’s proprietary game engine “Valhalla”
- Directed Motion Capture Sessions
- Created story boards, animatics and previs shots for game content
- Created high quality cinematic and in-game character and non-character animations, utilizing both Motion Capture and key framing.

Neversoft/ Infinity Ward: Senior Animator/ Artist *[2007 – 2015]*

Titles:

Call of Duty Infinite Warfare

Call of Duty Ghosts

Guitar Hero Warriors of Rock

Guitar Hero 6

Band Hero

Guitar Hero 5

Guitar Hero Metallica

Guitar Hero World Tour

Guitar Hero Aerosmith

Guitar Hero 3

Tony Hawk Proving Ground

Responsibilities:

- Created high quality cinematic and in-game character and non-character animations, utilizing both motion capture and key framing.
- Created story boards, animatics and previs shots for game content
- Integral part of character design and creation

- Attended and directed motion capture shoots.
- Attended, and directed V.O sessions
- Assisted in creation of tools for animators
- Critiqued fellow artist and animators

Sony Computer Entertainment America: Cinematic Character Animator/ Artist [2006]

Titles:

NBA the life 2007

NBA 2006

Responsibilities:

- Creating high quality cinematic and in-game character and non-character animations.
- Attended motion capture shoots.
- Critiqued fellow artist and animators

Hydrogen Whiskey: Cinematic Character Animator/ Artist [2005]

Titles:

WWE Smackdown vs. Raw 2006

Responsibilities:

- Creating high quality cinematic and in-game character and non-character animations.
- Critiqued fellow artist and animators

Teaching Experience:

Gnomon School of Visual Effects

- Advanced Character animation
- Game Creation
- Game Animation
- Authored two tutorial featured on the Gnomon

The Gnomon Workshop

Authored two recorded tutorials featured on the workshop's online training site.

- "Creating Game Ready Animations for Production"
- "Creating First Person Shooter Animations for Games"

iAnimate online animation school

-Motion Capture techniques and practices

Westwood College of Art and Design

- Game Art and Design
- Character Design
- Cinematography

Education:

Bachelor's in Entertainment Arts and Animation; California State Fullerton. 2004

Animation Mentor advanced character animation program. 2008

References Available upon request