

Bill Buckley

Animation/ Character/ Cinematic Director

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Employment:

First Contact Entertainment:

Character Director [2022 – Present]

Animation Director [2016 – 2022]

Titles:

ROM Extraction

Firewall Zero Hour

Solaris off World Combat

Firewall Ultra

Responsibilities:

- Developed in game and cinematic animation systems using Unreal Engine 5
- Developed multiple titles on next generation VR hardware
- Instrumental in developing narrative and creative direction
- Directed and oversaw all aspects of character development (design, modeling, rigging, skinning, animation, and gameplay implementation)
- Hired, led, and empowered the animation and character team.
- Directed Motion Capture and Voice Over Sessions.
- Wrote, storyboarded and directed marketing trailers and cinematic assets
- Directed and managed outside vendors in asset creation

StarBreeze:

Lead Animator [2015- 2016]

Titles:

John Wick: The Impossible Task VR Experience

Responsibilities:

- Managed, led, and critiqued a team of animators, both in house as well as international contractors.
- Developed animation systems and pipeline 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

Band Hero

Guitar Hero World Tour

Call of Duty Ghosts

Guitar Hero 5

Guitar Hero Aerosmith

Guitar Hero Warriors of Rock

Guitar Hero Metallica

Guitar Hero 3

Guitar Hero 6

Tony Hawk Proving Ground

Responsibilities:

- Creating high quality cinematic and in-game character and non-character animations, through both motion capture and key framing.
- Designed cinematic moments within the game; and then implemented them through script
- Created storyboard, animatics and previs shots for game content
- Integral part of character design and creation
- Attended and directed motion capture shoots.
- Critiqued fellow artist and animators
- Attended, and recorded V.O sessions
- Assisted in creation of tools for animators

Sony Computer Entertainment America:

Cinematic Character Animator/ Artist [2006]

Titles:

NBA the life 2007 (PS2)

NBA 2006 (PS3)

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:

Mentor Coalition

Gnomon School of Visual Effects

The Gnomon Workshop

iAnimate online animation school

Westwood College of Art and Design

Education:

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

Animation Mentor advanced character animation program. 2008

References Available upon request