

Bill Buckley

Animation/ Character/ Cinematic Director

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Professional Summary:

Versatile and accomplished Animation/Character/Cinematic Director with a proven track record of success in the gaming industry. Demonstrated expertise in directing and overseeing all aspects of character development, animation, and cinematic assets. Proficient in Unreal Engine, animation systems, key frame and motion capture animation creation, and creative storytelling. Adept at leading and mentoring teams to deliver high-quality content for both in-game and cinematic experiences.

Work Experience:

First Contact Entertainment (2016 – 2024)

Character Director (2022 – 2024)

- Directed Character, Animation and Weapon development for *Firewall Ultra* on PSVR2.
- Spearheaded the development of in-game and cinematic animation systems using Unreal Engine 5.
- Played a pivotal role in shaping narrative and creative direction.
- Directed all aspects of character development, from design and modeling to rigging, skinning, animation, and gameplay implementation.
- Established and led a dynamic animation and character team.
- Directed Motion Capture and Voice Over Sessions.
- Crafted, storyboarded, and directed marketing trailers and cinematic assets.
- Managed external vendors for Character, Animation and Weapon asset creation.

Animation Director (2016 – 2022)

- Successfully directed animation efforts for titles, including *ROM Extraction*, *Firewall Zero Hour*, and *Solaris Off World Combat*.
- Created, managed and empowered a team of animators and technical animators.
- Developed player and AI animation systems within the Unreal Engine
- Crafted, storyboarded, and directed marketing trailers and cinematic assets.
- Managed external vendors for Animation asset creation.

StarBreeze (2015-2016)

Lead Animator

- Successfully led the animation efforts for *John Wick: The Impossible Task VR*.
- Managed and led a team of animators, providing guidance and feedback.
- Developed animation systems and pipelines within the Unreal 4 game engine.
- Designed animation features and tools for Starbreeze's proprietary game engine "Valhalla."
- Directed Motion Capture Sessions.
- Created storyboards, animatics, and previs shots for game content.
- Produced high-quality cinematic and in-game character animations utilizing Motion Capture and keyframing.

Neversoft/Infinity Ward (2007 – 2015)

Senior Animator/Artist

- Contributed to renowned titles such as *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* and *Tony Hawk Proving Ground*.
- Created high-quality cinematic and in-game character animations through motion capture and keyframing.
- Designed cinematic moments within the games and implemented them through scripting within the proprietary Radiant game engine.
- Attended and directed motion capture shoots.
- Provided critical feedback to fellow artists and animators.
- Contributed to character design and creation.
- Assisted in the development of tools for animators.

Sony Computer Entertainment America (2006)

Cinematic Character Animator/Artist

- Contributed to *NBA the Life 2007 (PS2)* and *NBA 2006 (PS3)*.
- Produced high-quality cinematic and in-game character animations.
- Attended motion capture shoots.
- Provided constructive critiques to fellow artists and animators.

Hydrogen Whiskey (2005)

Cinematic Character Animator/Artist

- Contributed to *WWE Smackdown vs. Raw 2006*.
- Produced high-quality cinematic and in-game character animations.
- Provided constructive critiques to fellow artists 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.