





Bill Buckley

Animation | Character | Cinematic Director

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Professional Summary

Animation/Character/Cinematic Director with 20 years of experience driving world-class game development. Expert in Unreal Engine, animation systems, motion capture, and cinematic storytelling. Proven success in building and scaling teams, directing performance capture, managing external vendors, and integrating new technology to deliver both in-game and cinematic excellence.

Experience

Absurd Ventures | Director of Animation & Character

2024 – Present | Los Angeles, CA

- Built and currently oversees a multidisciplinary animation and character team from the ground up.
 - Manage external vendors and co-development partners for animation, character, and cinematic assets.
 - Developed scalable animation pipelines in Unreal Engine, including designing the studio's motion capture system—selecting hardware, building a capture volume with integrated audio recording, and directing performances.
 - Integrated new technologies such as motion matching and AI-assisted animation to modernize workflows.
 - Partner with design, narrative, and engineering leadership to define animation goals and maintain creative quality.
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First Contact Entertainment | Character Director

2016 – 2024 | Los Angeles, CA

Character Director (2022 – 2024)

- Directed Character, Animation, and Weapon development for *Firewall Ultra* (PSVR2).
- Spearheaded animation systems in Unreal Engine 5, driving both gameplay and cinematic quality.
- Directed motion capture and voiceover sessions to support narrative and gameplay.
- Oversaw an internal team while coordinating external vendors for asset creation.

Animation Director (2016 – 2022)

- Led animation for *ROM Extraction*, *Firewall Zero Hour*, and *Solaris Off World Combat*.
- Built and managed a high-performing animation and technical animation team.
- Designed player and AI animation systems in Unreal Engine.
- Directed trailers and cinematic assets for marketing campaigns.

StarBreeze Studios | Lead Animator

2015 – 2016 | Los Angeles, CA

- Led animation for *John Wick: The Impossible Task VR*.
- Directed motion capture and developed animation pipelines in Unreal 4 and proprietary engine *Valhalla*.

Neversoft / Infinity Ward | Senior Animator / Artist

2007 – 2015 | Los Angeles, CA

- Contributed to *Call of Duty: Infinite Warfare*, *Call of Duty: Ghosts*, multiple *Guitar Hero* titles, and *Tony Hawk Proving Ground*.
- Produced cinematic and in-game animations using both mocap and keyframing.
- Supported cinematic design and directed motion capture shoots.

Sony Computer Entertainment America | Cinematic Animator

2006 | *San Diego, CA*

- Animated cinematics for *NBA The Life 2007* and *NBA 2006*.

Hydrogen Whiskey | Cinematic Animator

2005 | *Los Angeles, CA*

- Animated cinematics for *WWE Smackdown vs. Raw 2006*.

Teaching & Mentorship

- Mentor Coalition
- Gnomon School of Visual Effects
- The Gnomon Workshop
- iAnimate Online Animation School
- Westwood College of Art and Design

Education

- **B.A. in Entertainment Arts and Animation** — California State University, Fullerton
- **Advanced Character Animation Program** — Animation Mentor