

Billy Harper

Animation Director at Sucker Punch Productions

billy@myhomewerk.com

Summary

My professional experience is best expressed by the recommendations on my resume. I will let those speak for me.

As for my goals, after having helped head up a successful studio, I'm looking towards removing myself from the high risk lifestyle of running an independent studio working with folks from home and getting back into what I loved about being a part of a full fledged studio. What I loved the most was interacting with my fellow team members and forming bonds, earning respect, and collaborating with some of the most talented folks in the industry. No matter what it is that my skills require me to do, I will always be happy if I can be part of a team.

Specialties

Character Direction, Character Modeling, Character Rigging, Character Animation, and Character Pipeline setup

Experience

Animation Director at Sucker Punch Productions

September 2009 - Present (1 year 9 months)

Responsible for working with Animation, Character, Design, Environment, and Engineering teams to develop animation, animation rigs and pipelines. Taking that information and applying it to schedules for the animators and making sure everything is on track. Collaborating with the Art Director to make sure our style fits with the rest of the visuals. Then creating animation that will help define that style and inspire the animation team.

Co-Founder/Character Director at Dreamhive, LLC

October 2006 - August 2009 (2 years 11 months)

Besides co-founding the studio, I was the Character Director and Director of Client Affairs.

As Director of Client Affairs, I was responsible for landing and managing contracts with Morgan Rose, Ready at Dawn, EA Salt Lake, SCEA, BottleRocket, and Madonna. I was also the key person in setting up a very exciting partnership with Jason Rubin, Andy Gavin, and Jason Kay's entertainment group, Monkey Gods

A Character Director for our studio, I performed various Character Modeling, Texturing, and Rigging tasks. I also grew into an Animation Direction role on teams ranging from 5 to 10 animators working

remotely on several projects. I also pioneered new ground beta testing Autodesk's Mudbox software. My techniques for using the software caught the eye of Autodesk and they had me do multiple talks up and down the east coast.

I also ended up becoming Project Manager/Producer on most projects The Dreamhive worked on. My most recent accolades came as the "Lead Snood Herder" on EA Mobile's release of the iPhone Snood game. I was the acting Producer on the game which, within the first 48 hours on the app store, climbed into the top 20.

5 recommendations available upon request

Character Art Consultant and Contractor at My HomeWerk

September 2005 - October 2006 (1 year 2 months)

Bottlerocket Entertainment--Character Consultant/Modeler/Rigger/Animator on Xiaolin Showdown--The Game

morganROSE--CG Character Development for Iron and The Maiden

5 recommendations available upon request

Character Artist at Electronic Arts

May 2003 - September 2005 (2 years 5 months)

Character Lead for original titles.

Character Rigging R&D for Next Gen Madden and Superman Returns.

Character Modeler and Animator on NFL Street.

9 recommendations available upon request

Character Artist at Naughty Dog

May 2000 - May 2003 (3 years 1 month)

character modeler, rigger, and animator on Jak and Daxter: The Precursor Legacy and Jak 2

7 recommendations available upon request

Character Artist at Sony Computer Entertainment America

August 1999 - August 2000 (1 year 1 month)

Character Modeler, Rigger, and Animator on Mark of Kri.

Education

East Tennessee State University

MA, Engineering Design Graphics, 1996 - 1998

Activities and Societies: Graduate Assistant,

Member of E.D.G.E--(Engineering Design Graphics Extremists), Lost Cove Expeditionary Society

Fairmont State University

BA and ASFA, Fine Art and Graphic Communications, 1991 - 1995

Activities and Societies: Drew comic titled, "Smallworld" for "The Columns"...the campus

newspaper.

Honors and Awards

2002 Game Developers Choice award for animation created in Jak and Daxter

Interests

anything outdoors. my family. making cool stuff and working with other passionate people.

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26 people have recommended Billy

"Both Billy and I worked at Naughty Dog in the past, but at different points in time (a bit of trivia which I now consider rather unfortunate). Our paths crossed again working on projects for Monkey Gods. Billy is one of those guys who reinforced my core belief that while platforms, tools and techniques come and go, talent is the constant that truly matters. He's a real craftsman who's able to master anything thrown at him, and has an irresistibly upbeat personality to boot. Rock on, Billy!"

— **Edvard Toth**, *Independent Contractor, Monkey Gods*, worked with Billy at Dreamhive, LLC

"Billy is an absolute joy to work with! We hired him and his company the Dreamhive, to provide character animations for our horror genre game at a time when our rig was still being finalized. He was very cooperative and understanding, and assisted me in debugging our remote workflow, all the while delivering quality animations on time. You couldn't ask for a more self-sufficient and helpful individual than Billy! Hire him before I start my own company and get him!"

— **Shawn DePriest**, was Billy's client

"Billy is a great artist to work with. His knowledge of all things 3D baffles the imagination. When I was at Bottle Rocket Entertainment we hired Billy and his crew to help with character modeling and animation. His work and professionalism made for an easy going relationship between the two parties. He understood exactly what we wanted, and was able to deliver. However, there were instances when things were not up to par, and he would take it upon himself to provide us with what we wanted and more. It was great working with Billy and I hope to do it again soon"

— **Dave Oelkers**, was Billy's client

"Billy and his team have worked on two truly outstanding projects for us in the last three years: A teaser trailer for a comic book-based video project, and supervising and leading the art team for our remake of the classic video game, Snood. In both cases, he never delivered anything that wasn't above and beyond our wildest expectations. Billy is one of the best Animators/riggers I've ever seen, a Photoshop god, and a really strong project manager to boot. He literally killed himself to make sure every deadline was met, and never cut corners on anything. I'd recommend highly and hire him anywhere, sight unseen to work on games or film animation."

— **Jason Kay**, was Billy's client

"I have had the pleasure of hiring or contracting with Billy at three of the companies I have started: Naughty Dog, Morgan Rose, and most recently Monkey Gods. Over the past 9 years I have watched Billy grow from employee to manager. Throughout the entire period of growth he has always been a formidable and knowledgeable talent, but in the last few years he has excelled at that rare capability of leadership and delegation. During this time, Billy worked on game modeling and kinematic setup, linear cg, and most recently flash and iPhone game creation. He has the ability to absorb and excel at any type of digital art, whether he has seen it before or someone throws it at him in the future. My last company, Monkey Gods hired his team to work on multiple projects, all of which he both managed and worked on. We were extremely pleased with his abilities and deliveries throughout. I fear that someone else grabbing Billy might prevent me from working with him a fourth time, but I can say with absolute certainty that whoever does so will be extremely pleased with his abilities!"

— **Jason Rubin**, was Billy's client

"Billy is a perfectionist like myself. This and his ability to create a character with minimal concept work and little art direction made it very easy for me to get exactly what I wanted. I was always able to reach him when needed and he had no fear of putting all that it took into this project to meet my requirements. He not only completed what i'd commissioned him to do, he totally researched the project and understood it. Because of this he was able to contribute in other small ways outside of character development. Whenever i need character work done, billy will be the first person I contact."

— **Jason Rubin**, was Billy's client

"There's flat-out no one I endorse higher than Billy Harper. period. We were co-leads on Superman and it was an amazing time. Bill is extremely focused, dedicated, creative and efficient. We pioneered new ground together and he developed amazing processes and pipelines as well as amazing art. I could not have done it without him. I miss working with him and hope to again soon."

— **Joe Vance**, worked directly with Billy at my homework

"Billy's character modeling skills are exceptional, as well as his work ethic. He is also a fantastic collaborator and a riot to work with...I've worked very closely with him over the past couple years at EA on several high profile character designs, and his in depth knowledge of 3D software and the human form make him a fantastic person to work and make art with."

— **Matthew Long**, *Senior Concept artist, Electronic Arts Tiburon*, worked directly with Billy at my homework

"When talent and focus meet you always end up with great results on time!" I am always impressed with the way an artist can have a such a huge impact in a short time. I credit Billy for getting us off and running in the right direction on Madden NG. The powerful models that he built for

the Marquee initial shot proved to be an invaluable resource for setting the visual bar."

— **Ric Sluiter**, *art director, Disney animation*, managed Billy at my homework

"While not having worked directly with senior harper, I must confess that his reputation as an outstanding modeler, rigger and pixel ninja has preceded him throughout our industry. all of the work that I have seen from him is clean, well thought through and appears to have been made with a fair amount of joy and ease, something that is not easy to accomplish. do not let his boyish charms"

— **Bay Raitt**, was with another company when working with Billy at my homework

"Billy is one of the most versatile artists I know. He's an amazing character modeller and excellent animator. I've worked with Billy for over three years and I can honestly say that I've worked with few people who I could 100% count on and Billy is one of them. On top of that, his energy and positive attitude seem limitless, a quality I truly admire!"

— **Wesley Grandmont III**, *Technical Art Director, Electronic Arts-Tiburon*, worked directly with Billy at tiburon

"I worked with Billy for over a year on the Superman project and all I have to say about this guy is, "He knows his shit". He can model characters like it is no one else's business. I am impressed by how quickly and effectively he works. This is the type of guy that you want to be around to milk his brain."

— **Michael Casalino**, *Environment Modeler, Electronic Arts*, worked directly with Billy at tiburon

"Billy has a great sense of humor and was a pleasure to work with at EA. He knows when to put his nose to the grindstone and cranked out some beautiful models and animations for "NFL Street." I would feel confident in contracting work out to Billy, as he has excellent communication skills to boot."

— **Jeff Spoonhower**, *Cinematic Artist, THQ-Volition, Inc.*, worked directly with Billy at tiburon

"Working with Billy was an amazing experience. His understanding of technical issues and advanced techniques is amazing. While working together, he never failed to deliver assets of the highest visual quality with a meticulous attention to the constraints of working with the limitations of our engine and hardware. Just work once with him and he will blow away any expectations you have."

— **Aaron Walker**, *Software Engineer, EA - Tiburon*, worked directly with Billy at tiburon

"Billy is a smart, hard working and talented character modeler -- and a really nice guy to boot. We worked side by side as the only 2 character modelers assigned during the pre-production/R&D

phase of Madden '06 for the Xbox 360. I'd work with him again in a heartbeat!"

— **Don Barnes**, worked directly with Billy at Tiburon

"I had the pleasure to work with Billy and can not speak highly enough of him. He has a wonderful work ethic, and completes every task with a level of polish few accomplish so easily. Billy is an asset to any team he works with, yet he has no ego about his abilities. Even under the tightest deadlines he is able to keep his light-hearted nature."

— **Chris MacDonald**, reported to Billy at Tiburon

"Billy is a fun guy to work with. He has the experience and know-how of a veteran, which he leverages with infectious enthusiasm through his great attitude and high level of creativity. A ringer on any team, Billy can spin gold out of anything you throw at him."

— **John Gnuechtel**, *UI Designer, Electronic Arts, Tiburon Entertainment*, worked with Billy at Tiburon

"I was part of a 10 member character team led, on the modeling side, by Billy. He allowed us to be as efficient as possible by sheltering us from most of the chaos on a production hindered by marketing side projects and the occasional miscommunication from dev and producers. Billy also kept morale high by giving accolades and keeping the mood light."

— **Scott Gilbert**, reported to Billy at Tiburon

"I swear you could power Chicago for a month with the sheer enthusiasm that Billy exudes from every pore - he loves his craft, and it shows in his work. Technically, artistically, Billy is simply put one of the top talents in the industry."

— **Zach Wilson**, *Associate Producer, Electronic Arts*, worked directly with Billy at Tiburon

"Billy has the skills to match his excellent attitude...and no one I have worked with has made me smile more. Hopefully we will work together again in the future."

— **Eric Iwasaki**, *Senior Artist / Animator, Naughty Dog, Inc.*, worked directly with Billy at Naughty Dog

"Billy's great. I mean, look at all these endorsements. You want more? Let's see... he is incredibly talented and versatile, has an uncompromising work ethic, approaches every new challenge with great forethought and enthusiasm, and is the secret identity of Spiderman. Actually, I can't prove that last part... yet. Bottom line: you want this guy on your team."

— **Josh Scherr**, *Lead Animator, Naughty Dog*, worked directly with Billy at Naughty Dog

"Bill is absolutely first rate. He will accomplish the impossible every time and make you laugh while

he does it. Focused and determined like few others, he's always an asset to any project. Did I mention that he's funny (looking)?"

— **Don Poole**, *Modest Artist, Naughty Dog*, worked with Billy at naughty dog

"Billy was a blast to work with. The quality he put into his modeling and rigging was a source of inspiration to my animation. As an employee and as a person he is a great value to any team."

— **Jeremy Lai-Yates**, *Lead Character Animator, Naughty Dog*, worked directly with Billy at naughty dog

"Billy was a pleasure to work with and is a really nice guy. Billy never shied from responsibility and met every task with cheer and enthusiasm. He contributed greatly to the early Jak projects. He was deeply missed when he left Naughty Dog."

— **Stephen White**, *Co-President, Naughty Dog, Inc.*, managed Billy indirectly at naughty dog

"Bill brings tremendous enthusiasm to everything he does. His work ethic is uncompromising. I've never heard Bill say, "I can't do it." Whether it's modeling characters, animation or other artistic work, all things are possible for him. I've worked with Bill at two different companies and I look forward to the time when we can work together again."

— **Toby Tobler**, *Senior Lighting Artist, Naughty Dog, Inc*, worked directly with Billy at naughty dog

"bill(y) has got mad skillz, he is very talented in modeling, texturing and animating, he really impressed me with his great work on Jak and Daxter and his work done at EA. While I only got to work with him at Naughtydog, I would love to work with him in the future. He is a good ninja, that I would take into battle."

— **Reuben Shah**, *Character Artist, Naughty Dog*, worked directly with Billy at naughty dog

[Contact Billy on LinkedIn](#)