

# BILL JONES

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Animation Director experienced in building teams, production pipelines, and appealing character animation from scratch.

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## WORK EXPERIENCE

### Explosm, LLC (Cyanide and Happiness)

#### **Animation Director**

**Dallas, TX**

**01/16 – Present**

- Managed production deadlines on over 300 animated shorts, four longer form series, brand integration advertisements, and the *Freakpocalypse* video game series, often simultaneously.
- Authored an animation pipeline that increased quality and boosted average animator output from 30 secs/week to over 45 secs/week without any increase in burnout or overtime.
- Lead a team of in-house animators, freelancers, and subcontracted studios without missing a single delivery deadline.
- Evaluate artistic growth, team concerns and mental health of animation department through 'one-on-ones' and daily reviews.
- Consult across other departments such as game programming, background art, writing and storyboards to to optimize project budgets, delivery timelines, and client notes.
- Developed and led new animator training systems for software, pipeline, and efficiency skills.
- Contribute to all stages of production including writing, directing, character design, animatics, and voice acting.

#### **Animator**

**Dallas, TX**

**06/15 – 01/16**

- Create rigged Harmony animation and symbol based animation in Adobe Animate.
- Complete frame by frame character assets and effects.

### Reel FX

#### **Background/Fix Animator**

**Dallas, TX**

**12/14 – 5/15**

- Staged and animated large crowd scenes on the 3D feature film 'Rock Dog'.
- Applied late stage polish to shots at the end of production.
- Addressed hair and cloth simulation issues.
- Learned large, feature studio pipeline standards and issues.

### Brazen Animation

#### **Layout artist**

**Dallas, TX**

**10/13 – 5/14**

- Created pre-visualization and layout passes for 3D animated studio projects in Maya.

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## EDUCATION

#### **AnimSquad**

Expert Animation Courses

(09/17 - 12/17)

#### **Animation Mentor**

Character Animation Program

(03/12 – 04/13)

#### **Indiana University**

B.S. Science Education Degree

(2006 – 2010)

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## SOFTWARE SKILLS

Toon Boom Harmony, Maya, Adobe Animate, Photoshop, After Effects, Blender, Unity, GameMaker