

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. I get emotional for a living.

Experience

Character/Cinematic Supervisor at Sucker Punch Productions

September 2009 - Present (5 years 5 months)

Responsible for working with Animation, Character, Design, Environment, and Engineering teams to develop characters, cinematics, animations, animation rigs and pipelines. Taking that information and applying it to schedules for the character, cinematic, and animation artists, 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 characters and animation that will help define that style and inspire the art 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.

4 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.

Skills & Expertise

Character Animation

3D Modeling

Character Rigging

Animation

Video Games

3D

Rigging

Mudbox

Computer Graphics

Modeling

Maya

Photoshop

Zbrush

Game Development

Computer Animation

Autodesk MotionBuilder

UV mapping

Texturing

Storyboarding

Cinematics

MEL

Game Design

3D Studio Max

Creative Direction

PS3

Visual Effects

Computer Games

Concept Design
Digital Sculpting
Gameplay
Hard Surface Modeling
Perforce
Traditional Animation

Projects

inFAMOUS: First Light

August 2013 to Present

Members: Billy Harper

Locked up in a prison for super powered humans, Fetch is forced to relive tragedies from her past.

inFAMOUS: Second Son

March 2013 to Present

Members: Billy Harper

Enjoy your superhuman power in a locked-down Seattle. The choices you make along the way will impact everyone around you.

inFAMOUS: Festival of Blood

October 2011 to Present

Members: Billy Harper

inFAMOUS™ Festival of Blood is a brand new single player game for download via PSN. Vampires swarm New Marais, and revered superhero Cole MacGrath has been bitten. To save his soul and city, he has just one night to find and kill the head vampire. Featuring hours of new gameplay, themed environment settings and new characters/enemies, Festival of Blood explores the darker side of the inFAMOUS™ universe. Previous inFAMOUS™ games are not needed to play.

inFAMOUS 2

June 2011 to Present

Members: Billy Harper, Rusty Mclellan, Marcellis Wentz, ramey harris, Andrew Woods, Jason Stansell, Luke Steichen

The BEAST IS COMING. An unstoppable entity slowly approaches the city of New Marais, destroying all in his path. Cole must explore this dangerous city to unlock his undiscovered powers for the ultimate superpowered showdown. Will you save the world OR destroy it in the process? - infamousthegame.com

Splatterhouse

November 2010 to Present

Members: Billy Harper

Splatterhouse is a sidescrolling beat 'em up video game in which the player controls Rick, a parapsychology student who is trapped inside West Mansion. After his resurrection by the Terror Mask, Rick makes his way through the mansion, fighting off hordes of creatures in a vain attempt to save his girlfriend Jennifer from a grisly fate.[1] Players of this game will also recognize a number of western horror film influences, such as Friday the 13th and Evil Dead II.

Nerf N-Strike Elite

October 2009 to Present

Members: Billy Harper

It's up to you and the rest of the N-STRIKE team to blast him down once again. Jackal, a genius level NERF agent, has called the N-STRIKE ELITE back into action in this all-new adventure. In this mission, you will have the chance to build up your arsenal, improve your blasters and, most importantly, shoot bots.

Snood

August 2009 to Present

Members: Billy Harper

Enjoy a bigger and better Snood with stunning, HD-quality graphics. One of the most popular casual games of all time is even more addicting on iPad. It's easy to learn, challenging to master, incredibly addictive, and perfect for players of all ages. Save the Snoods by grouping 3 or more of the same kind together in this fiendishly fun and simple game. Match your Snood mood in over 100 unique puzzles and 5 levels of difficulty — from Easy to Evil!

Madonna: Sticky and Sweet Tour

July 2009 to Present

Members: Billy Harper

The Dreamhive created visuals for Madonna's World Tour. Madonna's "Sticky & Sweet" Tour made history as it wrapped up last night with two final shows in Tel Aviv, Israel at Yehoshua Gardens (HaYarkon Park, September 1 and 2). The Material Girl more than lives up to her name, as her tour becomes the most successful tour ever by a solo artist. After playing 85 shows since its launch in August 2008, Madonna's "Sticky & Sweet" has drawn more than 3.5 million fans in 32 countries and has grossed \$408 million, it was announced today by Live Nation, the tour's global producer. "Sticky & Sweet" is also the second highest grossing tour of all time.

Squish Squash

December 2008 to Present

Members: Billy Harper

Squashing big bad bugs has never been so much fun, in "Squish Squash," which offers clever, colorful gameplay, and superbly spotlights the capabilities of the iPhone and iPod Touch mobile gaming platforms, with its multi-touch technology, real-time 3D graphics, and sound. In Squish Squash, players must defend their crumbs from wave after wave of smart, greedy and determined bugs, by squashing the bugs before the crumb disappears. With 100 challenging levels and four different modes of entertaining gameplay for kids and adults alike, "Squish Squash" is a fun game that's as addictive as it is unique.

Nerf N-Strike

October 2008 to Present

Members: Billy Harper

The Search for the N-Strike Elite Begins... Through the din of a popular arcade, one player has emerged as the best N-Strike gamer his friends have ever seen. But even as Shane smashes through the game's record, something far more mysterious is happening: his success is being tracked and recorded. Shane is the perfect

candidate for an ultra-exclusive invitation to become an N-Strike Elite. Later that night, he's awokened to find the Nomad C Series Recruitment bot hovering silently over his bed. "B.O.B." has a challenge for Shane.

Warhammer Online

September 2008 to Present

Members: Billy Harper

War is everywhere in Warhammer® Online: Age of Reckoning™ (W.A.R.), the new fantasy MMORPG from the creators of Dark Age of Camelot™. W.A.R. features next generation Realm vs. Realm™ (RvR) game play that will immerse players in a world of perpetual conflict for years to come. Based on the famous Games Workshop licence created 25 years ago, the popular Warhammer fantasy world is one of the most elaborated to date.

The Iron Saint

December 2007 to Present

Members: Billy Harper

"The City" is struggling to survive a three-way battle for power between The Government, the ominous religious sect known as The Order and the seedy criminal underbelly led by The Syndicate. Caught in the middle of this war for power, Michael Iron discovers firsthand the meaning of sacrifice, his only hope for survival coming in the form of a forgiving Angel and several more surprises along the way.

Xiaolin Showdown

November 2006 to Present

Members: Billy Harper

Lead a kung fu monk and his three martial arts warriors on an action packed quest to search and protect the Shen Gong Wu! Omi, a Kung Fu monk leads three young dragons-in-training on their globetrotting adventures to search and protect the Shen Gong Wu, mystical power objects that gives its possessor super powers, from a band of villains led by Evil Boy Genius Jack Spicer, his army of robots and an ancient witch Wuya. They fight for the Shen Gong Wu one showdown at a time, where the universe transforms itself into a mystical, hyper-reality world. Our heroes have to rely on their superb martial arts skills, wits, and the mystical powers of the Shen Gong Wu to fight evil. Based on the popular WB Kids animated series players control 4 warriors, working closely together to combine their mystical powers, as they advance on their quest

SOCOM 3: U.S. Navy Seals

October 2005 to Present

Members: Billy Harper

A major advancement in the SOCOM franchise Realistic SEAL gameplay and mission designs through association with Naval Special Warfare Command Battle through 12 single player missions in three new, heavily researched Areas of Operation – each up to five times as large as past SOCOM AO's. Utilize land vehicles and watercraft to traverse the terrain. Everything from a turret-equipped pickup to SEAL-team configured HMMWV to the SOC-R Assault Boat are available. Pilot strike boats along waterways for waterborne assaults and use swimming/water for cover and stealth ops. Defeat the world's terrorists with over 30 highly configurable weapons – for a total of up to 950 total weapon configurations. A

SOCOM-compatible headset can be used to communicate verbally with fellow team members during online games, either in game or in the main lobby. Improved voice recognition commands greatly assist tactical options. Lead your SEAL team into firefights in single player mode or battle online with up to 32 players per map (with up to 4 spectators). Compatible with SOCOM: U.S. Navy SEALs Fireteam Bravo (PlayStation®Portable title).

Madden Next Gen: 2006

August 2005 to Present

Members: Billy Harper

The football masters are back once again and ready to blow you away with some of the best features ever. All new major passing offense and passing upgrades like the all new QB vision. Brand new single-player mode lets you experience the life of an NFL player by earning one of more than 60 Personas ranging from MVP to Movie Star. New robust (online) features: share files via your EA Locker and instantly find a solid match-up with improved matchmaking. Also check your EA SPORTS Fantasy Football stats in game.

NFL Street

January 2004 to Present

Members: Billy Harper

NFL Street features fast-paced, 7-on-7 gameplay where players use stylin' moves, pitches, and brute force to power their way down the field. Players include over 350 of the NFL's biggest stars from all 32 teams including legends like William The Refrigerator Perry and Lawrence Taylor. Eight urban locales are more than just a place to play; they change how the game is played. Each field has unique dimensions and field surfaces like loose sand, dirt, mud, and turf can force a change in your lineup and game plan. All of the NFL players featured in the game were made available from a license with PLAYERS INC, the marketing and licensing subsidiary of the NFL Players Association.

Jak II

October 2003 to Present

Members: Billy Harper

Jak is back in another action-packed adventure, but he's not the same. In Jak II, experiments with Dark Eco gone wrong leave Jak with an uncontrollable dark side, and after two years in prison, Jak seeks vengeance. Accompanied by your trusty friend Daxter, unleash the dark powers on multiple enemies and witness amazing transformations. Armed with powerful weapons, a high-tech jetboard, an impenetrable mech suit, and a number of vehicles at your disposal, you have no excuse for failure.

Jak and Daxter: The Precursor Legacy

December 2001 to Present

Members: Billy Harper

Expect the unexpected! Enter a new world of magic, adventure, exploration, and discovery where enormous vistas and exotic characters lead you to places beyond your imagination. Test your wits and your skills as you embark on a journey to reverse your best friend's transformation into a furry Ott sel, even as he entangles you in his amusing antics. Discover twisted corruption and battle the sinister minds behind this chilling plot. Light Eco. Precursor Technology. Power Cells. Dark Eco. What does it all mean? Only one person holds the

secret behind the power of the mysterious Eco. Together you must now take on these endeavors. Unleash the hero within. A new legacy is born!

Mark of Kri

July 2002 to Present

Members: Billy Harper

For every evil there is a greater good. For every innocent there is a protector. For every legend, there is a hero. Long ago, an evil spell was created that had the power to bridge our world with the one of darkness. Before the spell could be invoked it was stolen and hidden away, forgotten with time...until now. Follow Rau, a heroic warrior, as he embarks on an adventure filled with conflict, discovery and magic. Accompanied by his loyal friend, a bird named Kuzo, Rau must battle many enemies across lands near and far to uncover the truth about his family's dark secrets.

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.

Organizations

Academy of Interactive Arts and Sciences

August 1999 to Present

Billy Harper

Animation Director at Sucker Punch Productions

billy@myhomework.com



25 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 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 commisioned 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 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 is 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 Gnuechel**, *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 moral 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 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](#)