

William Torres

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Lead Animator - Director

EXPERIENCE

Longtail Studios, New York, New York

Director of Animation, Cinematic Artist June 2008 – Present

- Animation director for Original Xbox 360 title (in production) and iPhone title (releasing soon)
 - Managed and trained a team of 5 animators in 2 cities
- Developed and managed the execution of animation pipeline
- Established animation style and cinematic treatments
- Provided guidance on staffing, tool development and time
- Provided visuals and input for Game Design Decks and development

Mako Studio, New York, New York

Lead Animator April 2008 – June 2008

- Animation, rigging and compositing for game assets

Super Ego Games, New York, New York

Director of Animation Aug 2006 – April 2008

- Animation director for Rat Race an original title for the Sony PS3 (in testing)
 - Directed 45 minutes of cutscene animations with 16 characters and over 1,500 in-game animations
 - Supervised a team of four animators and integration throughout departments
 - Handled team scheduling and task management
- Developed and executed animation pipeline
 - Streamlined existing rig system for both characters and objects
 - Supervised animations from concept to integration into the game
 - Scripted several automated tools for exporting animation assets from maya
- Rigged characters and animated objects
 - Created custom control rigs and tools for ease of animation and effects with MEL

The NOW Corporation, New York, New York

Animator / After effects March - June 2006

- Projects included graphics animation and asset management
 - 36 GM Commercials for DriverTV

Guava Visual Effects, New York, New York

Animator / Effects January 2006

- Projects included animation and creation of particle effects
 - Elderplan, animation - Tassimo Coffee, particle steam - Mercedes Benz / Nice Shoes, cloud and fog

Curious Pictures, New York, New York

Technical Director - Camera Team Lead April 2005 – December 2005

- Project included camera animation, scene composition, pre-viz, motion capture editing and animation of characters and various elements:
 - Barbie feature length movie

f2f animation , inc., Summit, New Jersey

Animator / Modeler / Character Designer Dec 2002 – Feb 2005

- Projects include animation, modeling and character design for clients such as:
 - CBS Sports - HBO - AOL - MTV - Various regional commercials

CrackerBox Studio, inc., New York City, New York

Art Director / Illustrator / Designer June 2001 – Nov 2002

- Projects included art direction and design of materials for clients such as:
 - Dawn Dish Liquid - CoverGirl - Max Factor - Dr. Scholl's

Sorceron Studios, New York City, New York

Animator / Modeler July 1999 – May 2001

- Projects included animation and modeling for broadcast commercials, entertainment, Web 3D and demos for a real-time renderer for clients such as:
 - Panasonic - Time Warner Books - Oxygen Media - BBDO Advertising - Abrupt/Universal Records

SOFTWARE / TOOLS

- Maya, 3ds Max, After Effects, Gamebryo, MotionBuilder, Photoshop, Flash

ACCOLADES

Probed – Original Short

Coney Island Film Festival selection 2008

Worlds Worst Job – Original Short

Coney Island Film Festival selection 2006

EDUCATION

School of Visual Arts, New York City, New York

Bachelor of Fine Arts in Computer Art, May 1999

Fine Art Drawing and Painting, New York City, New York

Art Students League, 1992 – present