

WILL Mackenzie

3D Animator | Cinematic Animator | Previsualisation Artist

will.animator@gmail.com | +1 778-791-6488

Showreel: <https://www.will-mackenzie.com/showreel>

CORE SKILLS

Versatile Artist: I have worked in different animation styles (realistic, stepped, cartoony), within varied roles (managerial, animation, previs, layout), and on many kinds of productions (feature films, AAA video games, TV shows, museum exhibits, and short films). With this background I bring efficient methods, unique insights, and optimised workflows from many productions.

Employee Training: While at Bardel Entertainment I trained intern animators as part of their mentorship program, all of whom were hired at the end of their training.

Camerawork & Cinematography: Having worked within previsualisation and layout, I have a high level of mastery in crafting compelling compositions, selecting appropriate lenses, and designing realistic camera movements across a sequence.

Establishing Cinematics Pipeline: While at Piranha Games, I established a Maya, Motionbuilder, and Unreal 5 cinematics pipeline. This included: creating methods to import and export animations and assets across the three software packages. This also included the creation of an animation Studio Library to improve efficiency when animating.

Motion Capture Experience: I have worked with both X-Sens and Move One motion capture technologies and am able to retarget and clean up the data created by both.

Great Communicator: I endeavour to keep my team updated on my work, coordinate with different departments when needed, and bring up obstacles, issues, or blockers if I sense that they could have consequences down the line.

PROFICIENT SOFTWARE

Autodesk Maya * Autodesk Motionbuilder * Unreal Engine 5 * Unity 6 * TVPaint
Move One * X-Sens * Adobe Photoshop * Adobe Premiere * Adobe After Effects
Krita * Da Vinci Resolve * Confluence * Shotgrid * Jira * Studio Library *
Microsoft Office Suite * Slack * Perforce * Sourcetree

EDUCATION

University of Highlands and Islands (Sep 2020 - May 2021)

Bachelor of Science (Honours) - Interactive Media

The Animation Workshop / VIA University College (Aug 2012 - Jan 2016)

Bachelor of Art - Character Animation

The Drawing Academy / VIA University College (Jan 2012 - Jun 2012)

Diploma - Classical Drawing

Touchvision Digital Media Academy (Jan 2011 - Dec 2011)

Autodesk & Adobe Certificate

Parklands College (Jan 2000 - Dec 2010)

Primary & High School Certificate

WORK EXPERIENCE

3D Animator | Shifty Eye Games (Jan 2025 - Current)

-Unannounced Action/Puzzle Game (Video Game)

Created cinematics in Unity 6 and Maya combining motion capture footage and keyed animation.

I was responsible for the following elements relating to the cinematics:

- Capturing motion capture footage of myself using Move One and retargeting the captured data onto various in-game characters
- Creating cinematic sequences consisting of: animation, camera work, three point lighting

3D Animator | Piranha Games (Mar 2024 - Jan 2025)

-MechWarrior 5: Clans + DLC Content (Video Game)

Created cinematics in the UE5 Sequencer combining motion capture and keyed animation, each sequence totalling between 6000 to 8000 frames in length. Over the production I personally contributed 50 minutes of cinematics footage to the 2 hours of total footage.

Created the Studio Library for both male and female characters which included:

- 20 Phoneme/Lip Sync Shapes
- 14 Facial Expressions (F.A.C.S)
- 24 Hand Poses
- 10 Cycle Animations

3D Animator | Bardel Entertainment (Sep 2021 - Nov 2023)

- Dragon Prince (Wonderstorm/Netflix - TV)*
- Diary of a Wimpy Kid: Cabin Fever (Disney - Feature)*
- Mermaid Magic (Rainbow CGI/Netflix - TV)*
- Superkitties (Disney - TV)*

Adapted 2D storyboards into 3D animation sequences.

Previs Artist | Framestore (May 2021 - Aug 2021)

- Moon Knight (Marvel - TV)*

Adapted 2D storyboards into 3D sequences that included: camera work, viewport lighting, special effects, and animation.

Co-Founder | Wooden Plane Productions (Jan 2016 - Aug 2021)

- Viking Life (The Museum of Ostjylland - AV Museum Exhibit)*
- The Curse of Halvsuhr (Gamecraft DK - Video Game)*
- Educational Short Films (TEDed - 2D Short Film)*
- *Each TED-ed film gained between 3 and 5 million views on Youtube*

Managed a three to five person animation business in which I performed artistic and administrative duties to produce animated productions to time and budget constraints.

Previs Artist | The Third Floor (Aug 2016 - Dec 2016)

- The Nutcracker and the Four Realms (Disney - Feature)*
- Legend of the Ancient Sword (Alibaba Pictures - Feature)*
- Wonder Woman (DC Films - Feature)*

Adapted 2D storyboards into 3D sequences that included: camera work, viewport lighting, special effects, and animation.

3D Animation Intern | 2nd STUDIO (Sep 2015 - Oct 2015)

- Battle Souls (Video Game)*

Created and implemented character animations into Unity.

3D Animation Intern | Framestore (Jul 2015 - Aug 2015)

- Mowgli: Legend of the Jungle (Warner Bros - Feature)*

Created realistic hand-keyed creature animations that referenced actor performances from video footage.

REFERENCES

John Harrington

Principal Animator - Piranha Games

Email: toonface@gmail.com

Mobile: +1 604-657-3845

Sylvain Blais

Animation Director - Bardel Entertainment

Email: sylvainblais21@hotmail.com

Mobile: +1 778-233-7521