

# Casey Billadeau

3D Animator & Technical Artist

Business Email: [casey@rightclick.love](mailto:casey@rightclick.love)

Personal Site: [www.casey.tube](http://www.casey.tube)

## Summary

Multi-faceted Animator and 3D Technical Artist working in the Seattle, WA area. Experienced in stylized gameplay animation, character art, cinematics, and rigging. I bring a passion for digging in deep on projects, knocking down tech roadblocks, cleaning up obtuse systems with long-overdue workflows, while providing a well-experienced, artistically-driven and engineer-friendly perspective with over 6 years of game-dev experience. Let's work together!

## Experience

### Meta — 2P Creative Technical Artist - VFX/Anim/Character Art

2024

- Revitalized animation work on emotes with a heavy coat of polish and care; Provided VFX technical assistance to 1P and 3P teams.
- Established new style guidelines for vendors, giving strong and thorough reviews to third-party assets.
- Assisted with Clothing Rewards ingestion; Heavily dogfooded and tested against new internal tools, including autorig and autoLOD.

### Together Labs — 3D Animator; Technical Animator

2021 - 2023

- Breathed new life into *WithMe*'s anim and facial animation, especially for the game's FTUX and player idles.
- Built early experiments from start to finish for a playable "photobooth" gizmo, to bring the player's avatar into closer focus.
- Directed the earliest cinematics for the project; Embedded closely with engineering to build a cine workflow from Maya to Unreal.
- Led a massive overhaul of our game's outdated skeleton, including an overnight mass P4 reingestion and rigorously detailed QA plan.
- Broke down barriers between distant engineering and art teams.

### Gears for Breakfast LLC — 3D Animator

2014

- Produced key locomotion animation for a punchy and stylistic 3D platformer player character.

### Adobe Mixamo — Workflow, Scripting, and Documentation

2013 - 2014

- Built tools and scripts for Maya and Blender to automate the process for bringing models from Fuse to the Source Engine.
- Collaborated on public-facing workflow documentation, bringing thousands of new users to their platform
- Assisted in integrating our scripts into Mixamo's autorig pipeline.

### FXBooth — 3D Animator; Technical Artist

2013 - 2014

- Established the workflow for stock assets to the Source Engine by bringing animation assets to a game-ready state.
- Provided mocap cleanup and facial animation for *Cloud Odyssey*.
- Cleaned up character art, anim for the *Contagion* launch trailer.

### Reeline Studios — Personal Work

2012 - 2017

- Self-developed film and game projects, *Elements* and *Sparkour*, handling most of the aspects of production.

## Skills

- **Animation Reel:**  
[https://youtu.be/r\\_dpPdNrY7g](https://youtu.be/r_dpPdNrY7g)
- **Technical Reel:**  
<https://youtu.be/QCNzTPekz4g>
- 3D Animation, Art Tool Dev, Cinematics, VFX, Rigging, Scripting, 3D Modeling, Graphic Design, Rendering, QA, Web
- Maya, Blender, 3DS Max, Photoshop, Substance 3D, Adobe Suite, Unreal Engine, Unity, Source
- C++, Python, C#, Javascript, PHP, SQL
- Jira, Confluence, Microsoft Office and Excel, Google Suites

## Projects

- Horizon Worlds (2024)
- WithMe (2022-2023)
- Call of Duty: Black Ops 4 (2018)
- Sparkour (2015-2017)
- A Hat In Time (2014)
- Elements (2012-2014)
- Cloud Odyssey (2013)

## Volunteer Work

- Mixamo Fuse (2013-2014)
- VGHF GameInformer Archive Project (2018)
- Half-Cocked (2019)
- Prelude: Online (2022)