



# Sean Buck

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## **PROGRAM KNOWLEDGE**

- Maya
- Unreal Engine 4
- Substance Painter
- Substance Designer
- Marvelous
- Photoshop
- Premiere
- Zbrush
- Nuke
- Houdini

## **INDUSTRY INTERESTS**

- Designing and creating immersive environments
- Physically based rendering technology
- New software and modeling techniques
- Game Optimization techniques

## **WORK EXPERIENCE**

### **Technical Animator, MPC Montreal, QC 2019**

- Run and debug simulations of creature fur and cloth for film
- Fix technical problems with animation to create realistic effects
- Communicate with supervisors and directors about requirements
- Work closely with rigging and other departments to improve systems

### **FrostBite QA, EA Vancouver, BC 2015 - 2016**

- Test and debug content and tools within the FrostBite game engine
- Communicate with leads and engineers about bugs and resolutions
- Create reports and collect logs of issues found within the engine
- Listening, understanding and responding with management
- Managing and editing outdated tests

## **EDUCATION**

### **Vancouver Film School (Vancouver)**

3D Animation & Visual Effects — 2018 - 2019

- Student Class Representative
- 3D Modeling and Texturing
- Lighting and Compositing
- Photogrammetry
- VFX integration

### **Visual College of Arts & Design (Vancouver)**

Game Development and Design Diploma — 2013 - 2015

- Optimization techniques
- Game Design
- Level Design
- 3D Animation

## **Credits**

- **Mirror's Edge Catalyst, EA, 2016** — Frostbite QA
- **Unannounced Project, MPC, 2019** — Technical Animator