

MACK WILLIAMS

PRODUCER // ANIMATION DIRECTOR // MOTION DESIGN // VISUAL EFFECTS

CONTACT

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Location | Queens, NY

ABOUT

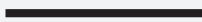
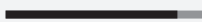

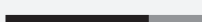




Seasoned Animation Director with two decades of industry experience, known for producing and directing animated content from initial storyboards through to final delivery. Proficient in advanced animation and rigging techniques using Adobe After Effects and Character Animator. Demonstrated expertise in spearheading the development of new and innovative shows, refining animation pipelines, as well as crafting compelling digital visual effects and motion design. Known for fostering collaborative environments and thriving under pressure to meet deadlines.

EDUCATION

The University of Georgia

BFA with Honors, Digital Media (1999-2003)

SOFTWARE SKILLS

After Effects	
Photoshop	
Character Animator	
Premiere	
Illustrator	
Cinema 4D	
Animate (Flash)	
Harmony	

OTHER PROJECTS

Frames | pitchfork.com

Heads of Space | Univision

TripTank | Comedy Central

Frisky Dingo | adult swim

Sealab 2021 | adult swim

Tooning Out The News | Paramount+

Fairfax | Amazon Prime

My Next Guest... | Netflix

Pig Apple

Executive Producer, Animation Director (2014-present)

Co-founded and led a New York City-based boutique video production company, specializing in crafting captivating short-form live-action content, digital visual effects, and animation with a unique comedic touch. Successfully delivered high-quality work for prestigious clients such as Netflix, Amazon, Apple, ESPN, NBC, Comedy Central, and a diverse range of others.

NBC | Saturday Night Live

Film Unit VFX artist (2021-present)

Contributed a versatile skill set to the iconic program's Film Unit, enhancing pre-taped segments with a diverse array of visual effects. Responsibilities included expertly handling tasks such as green screen keying, seamless phone and screen compositing, and intricate animation work, among other creative contributions to elevate the show's visual impact.

Apple TV+ | The Problem with Jon Stewart

Motion Designer, Animator (2021-2023)

Animated the dynamic in-show graphics package for the Apple TV+ hit series. Innovatively scripted After Effects expressions to enhance template functionality and streamline workflow, facilitating rapid turnarounds even under tight deadlines. Additionally, conceptualized and brought to life original animated characters for comedic interstitial segments.

Titmouse | Beavis & Butt-Head Do the Universe

Compositor (2021-2022)

Collaborated closely with series animation and art directors on a shot-by-shot basis, skillfully melding various visual components into seamless compositions. Creatively conceptualized and executed scene "looks," while also contributing animated parallax/3D camera movements and visual effects to enhance overall visual appeal.

Cartuna | Nickelodeon Digital Upfront, Face's Music Party

Producer, Animation Director (2021)

Led the successful production of Nickelodeon's acclaimed 2021 virtual upfront presentation, uniting beloved characters from diverse IPs in a captivating animated journey. Additionally, helmed *Face's Music Party*, a preschool pilot tailored for Nick Jr. audiences, which was subsequently picked up to become a successful series.

Late Night Cartoons | Our Cartoon President

Animation Director (2017-2020)

Pioneered an innovative animation pipeline using Adobe Character Animator, placing a strong focus on swift responses to real-world news developments. Led a staff of over 100 artists to a remarkable track record of delivering hyper-topical episodes within demanding timeframes, ensuring our content remained timely and engaging.

Netflix/Sony Pictures Television | The Get Down

Animation Director (2016-2017)

Collaborated directly with creator Baz Luhrmann to bring his live-action Netflix series to life through animation. Played a pivotal role in shaping the narrative direction and refining the script in collaboration with the writing team. Oversaw the recruitment and management of a dynamic off-site team of over 40 artists and animators to ensure the project's success.

Floyd County Productions | Archer

Producer, Animation Director (2009-2010), Animator (2011-2014, 2023)

Guided the animation team from creating the Pilot through Season 1 of the Emmy Award-winning series, actively contributing to its success. Pioneered innovative improvements to the character rigging system through creative use of After Effects expressions. Additionally, played a pivotal role as a freelance animator, remotely contributing to over fifty episodes.