

ian butterfield

education

Master of Fine Art [MFA]: Art and Technology
Advanced Computing Center for the Arts and Design [ACCAD]
The Ohio State University, Columbus Ohio, Aug 2002.

Bachelor of Fine Art [BFA]: Printmaking
The Illinois State University, Normal Illinois, May 1997.

Bachelor of Science [BS]: Drawing
The Illinois State University, Normal Illinois, May 1997.

hardware experience

Windows
Mac OSX
Unix

software [highly proficient]

After Effects	Maya	Mari
Adobe Photoshop	Houdini	SketchBookPro
Adobe Illustrator	Mudbox	Zbrush

work history

Surfacing Artist - Texture Painter
Dreamworks Animation Studios SKG
Responsibilities included:
Movies include Me and My Shadow and Rise of the Guardians.
Painted texture maps and created shader networks for characters, props, and environments in feature films. Groomed hair for generic characters. Worked with Dreamworks Proprietary software, Photoshop, and Mari. Troubleshoot creative and technical issues.
Dreamworks Animation Studios, Glendale California, Nov 2010 - to 2013

Senior Materials Technical Director
BlueSky Studios
Responsibilities include:
Movies include Horton Hears a Who, IceAge3, and Rio.
Create shaders and texture maps for feature film.
Achieve the "look" and qualities of art directed shaders and maps for characters, props and environments for an animated feature film.
Create procedurally generated shaders and texture maps using proprietary tools Studio++. Troubleshoot creative and technical issues as they arose. Work with other departments to communicate the Materials Departments needs that best meet the pipeline.
Bluesky Studios, Greenwich Connecticut, Jan 2006 - to Sept 2010

Materials Technical Director
BlueSky Studios
Responsibilities included:
Movies include Ice Age 2, No Time for Nuts, and Robots.
Create shaders and texture maps for feature films.
Create procedurally generate shaders and texture maps using proprietary tools Studio++. Troubleshoot creative and technical issues as they arose.
Bluesky Studios, Greenwich Connecticut, Jan 2003 - to Jan2006

project experience

BigHero6
2013 - 2014

Me and My Shadow [TBA]
2012 - 2013

Rise of the Guardians
2010 - 2012

IceAge 4: Continental Drift
2010 - 2011

Rio
2009 - 2010

Ice Age 3: Dawn of the Dinosaurs
2007 - 2009

Horton Hears a Who!
2006 - 2008

No Time for Nuts
2005 - 2006

Ice Age 2: The Meltdown
2005 - 2006

Robots
2003 - 2005

personal

Acutely observant and attentive to detail
Strong aesthetic vision

Exceptional work ethic
Willing to relocate

Works well in teams or alone
Excellent drawing and compositional skills

Professional, academic, and personal references upon request.