

# 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.