

Ryan Butts – Character Artist

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OBJECTIVES

- Join a first tier game company, where I can apply my proven skills in design, texturing, and modeling.

EDUCATION

- California College of Arts and Crafts [1 quarter, Summer] – Oakland, CA.
- Modesto Junior College [1yr] – Modesto, CA.
- Thomas Downey High School [4yrs] - Modesto, CA.

EMPLOYMENT HISTORY

- Raven Software, Senior Artist, Jan 2007 - Current
- Cryptic Studios, Lead Character Artist, Nov. 2004 – Dec. 2006
- Pandemic Studios, 2d/3d Artist Feb., 2003 – Nov. 2004
- Sunstorm Interactive, Art Lead, 2d/3d Artist, 1998-2003
- Barnes and Noble, Supervisor, 1997-1998
- Compass Maps, Art Assistant, 1996-1997

EXPERIENCE

- 12 years 3d Low and Medium Poly modeling/mapping/texturing
- 6 years High Poly modeling/sculpting
- Art Soft. Exp - Adobe Photoshop, Adobe Illustrator
- 3D Soft. Exp. – 3DSMAX, Maya, Mudbox, Zbrush, XSI, Topogun
- Game Engine Exp. – Unreal, Treyarch modified Quake tech, Quake (3 generations)
- Developed and published over 17 software titles since 1998

Call of Duty: BlackOps, 2010 – Raven Software

Created various character and prop assets for final game and future DLC.
Provided internal support for the asset pipeline; taught artists various processes specific to the engine.

Unannounced Marvel Project, 2010 – Raven Software

Pitched and developed a visual style for a playable prototype on a Marvel IP.
Modeled numerous test characters and props. Worked with Art Director and Technical Artist to develop new rendering techniques for a unique comic based material type.

Singularity, 2009 –

Acted as Lead Weapon and Character Artist for the last year of development. Concepted weapons and characters in 2d and 3d. Modeled and textured numerous characters and weapons. Refined character and viewmodel assets via material tweaks and texture updates. Worked alongside Tech Artist for shader development/implementation and helped decimate relevant technical information to the art staff in a "digestible" manner. Provided technical support to Texture artists. Managed schedules and task assignments for 2 full time artists and several rotating artists. Provided written personnel reviews to Art Director.

X-Men Origins: Wolverine, 2009 – Raven Software

Character Lead for full production of project. Managed and maintained schedule for 2 full time artists and several rotating artists. Implemented all character assets into the game pipeline; rigged characters, developed materials, developed FX assets, modeled/textured various characters, utilized in-house 3d scan assets, and provided various marketing materials to Activision. Worked with Activision licensing team for actor likeness approval and sign-off process.

Marvel Universe Online, 2006 – Cryptic Studios

Worked as the Lead Character Artist for new Marvel/Microsoft MMO. Helped to establish visual style for characters as well as environment. Developed key prototype assets in preproduction phase of the project.

City of Villains, 2005 – Cryptic Studios

Worked as Lead Character Artist for MMO sequel to City of Heroes. Modeled and textured hundreds of swappable player costume pieces and several of the key enemy groups and NPCs found throughout the title. Was one of 3 CoV artists nominated for Best Character Design at the 6th annual Game Developers Choice Awards.

City of Heroes Expansions/Updates, 2005 – Cryptic Studios

Created costume assets and characters for regular Issue/expansion updates.

Mercenaries, 2003 – Pandemic Studios

Acted as sole character artist for the project. Modeled and textured over 70 characters and 15 weapons. Average creation time per character was 3 days, this included both the mesh and texture set.

Final Score, (Proof of Concept) 2002 – Sunstorm Interactive

Lead Artist, Co-Producer, Game Designer. Modeled main characters, designed in-game HUD interface, co-wrote initial game design document, designed and developed art assets for product website

Duke Nukem: Manhattan Project, 2002 – Sunstorm Interactive

Lead Artist, designed and modeled creatures, weapons, and world objects. Textured player, creatures, weapons, and world objects

Deadly Dozen, 2001 – Sunstorm Interactive

Contract work for N- Fusion Interactive (www.n-fusion.com)
Modeled player, enemies, and misc. clean up work on enemy skins

Feed'n Chloe, 2000 – Sunstorm Interactive

Modeled all creatures, weapons, and world items. Textured creatures and weapons

911 Fire Rescue, 2000 – Sunstorm Interactive

Modeled weapons and world objects

Deer Hunter 4, 2000 – Sunstorm Interactive

Modeled and textured various world models, created 2 maps

High Impact Paintball, 1999 – Sunstorm Interactive

Modeled players, weapons, and world object

Deer Hunter 3, 1999 – Sunstorm Interactive

Modeled, textured, and animated the world models, weapons, and players

Bird Hunter: Upland Edition, 1998-1999 – Sunstorm Interactive

Modeled, textured all world and weapon models

Deer Hunter 2, 1998 – Sunstorm Interactive

Modeled and textured world models, created and converted textures

Bird Hunter: Waterfowl Edition, 1998 – Sunstorm Interactive

Created all menu screens, misc. artwork

ACCOMPLISHMENTS

- Artwork published in WASC Accreditation book
- Artwork published on front cover of the Stockton, CA. map by Compass Maps Inc. 1996
- Artwork/Logo created for San Francisco University for "Gator Greeting Week" event
- Scholarship in Graphic Design, several other awards for Industrial Tech/Design (Yosemite Area Printing, Bank of America Excellence)
- Model renders published in Spin Magazine (April 2000)
- Freehand artwork published by Mystic Eye Games, (www.mysticeyegames.com, pen and paper D&D)
- Nominated for Best Character Design at the 6th annual Game Developers Choice Awards ceremony. (www.gamechoiceawards.com/archive/gdca_6th.htm)