Trisha Butkowski

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SKILLS:
Leadership: Workload Assignments, Reviewing, Mentoring, Teaching, Delegating
Simulation: Qualoth, nCloth, nHair, Cloth and Hair Build Systems
Creative: Hair Grooming, Knowledge of Anatomy, Modeling, Painting
Programming: Python, PyQt, Mel, C#, C++, Java, OpenGL, RenderMan
Software: Maya, Houdini, Katana, Dreamworks' Proprietary Rigging and Animation Software, Unity, Linux, Windows
Rigging: Motion Systems, Python Build Systems, Bipeds, Quadrupeds, Wings
Deformations: Body, Muscles, Fat, Wings, Hair, Clothing

EXPERIENCE:

Dreamworks Animation   *January 2020 - Present*
Character Effects Lead
Trolls Holiday Special 2
- Lead CFX on five sequences that were used for developing a new cloud based pipeline for production and worked with the development team to test, review, and refine cfx workflows for cloud based pipeline.
- Represented the CFX department in show meetings, reviewed bidding, casted shots to artists, reviewed artist work, and worked with production supervisor to manage the expectations of our schedule in relation to technical issues around the new cloud based pipeline.
- Converted and updated Branch, Delta, Cooper, Prince D, cloth and hair setups from Trolls 2 pipeline to cloud based pipeline

Character Effects Artist
Boss Baby 2
- Cloth, hair, and environment simulation shot work.
- Hair setup for generic children holiday variation.
- Joined CFX tools development group to help develop and update tools for the CFX department.

Sony Imageworks   *January 2015 - December 2019*
CFX Lead
Jumanji Next Level
- Lead the cloth and hair team of 4 artists to create realistic CG ostriches, digital doubles, and supervised CFX shot work for the desert sequence.
- Finished grooming the digital ostrich and fully groomed the Ruby digital double
- Created the dynamic hair setup for the ostrich and the show's pipeline which allowed us to mix and match different simulation setups on the ostrich as needed for any given shot

Cloth and Hair Supervisor
Angry Birds 2
- Co-Supervised a team of about 25 CFX artists whose tasks included cloth and hair development, production shot work, and new tool development
- Worked under the Visual Effect Supervisor to ensure the artistic vision of the show stayed consistent with the first Angry Birds Movie
- Led daily reviews of artists' work giving artistic reviews, determining which shots needed VFX Supervisor approval and approving shots.
- Setup dynamic hair and cloth for some new characters, supported and upgraded characters from the first Angry Birds Movie
- Supported cloth and hair pipeline, mentored and taught artists to solve technical issues in Sony's pipeline
- Worked with other CFX leads to flag issues across all shows, reviewed code and collaborated to guide the direction of the department

Sony Imageworks

Cloth Lead

Smallfoot
- Responsible for maintaining the cloth pipeline, and provided support to hair pipeline
- Setup the cloth for the main character Percy, and our generic male character
- Developed hair training for new hires, and mentored new artists
- Co-led the marketing short Super Soozie: managed a team of 7 artists, and co-led the artistic reviews and approval of shots

Senior Cloth and Hair Technical Director

Spiderman: Homecoming, Smurfs: The Lost Village, The Angry Birds Movie
- Hair, feather, grass and environmental grooming
- Set up dynamics for cloth, hair, and feather assets
- Dynamic hair, feather, grass, and cloth shot work
- Programed python qt application to manage simulation caches, and manage Maya display layers

Dreamworks Animation   *July 2009 - December 2014*

Character Technical Director

Global, Boss Baby, B.O.O(unreleased), How To Train Your Dragon, Turbo, Puss In Boots
- Rigged motion systems and deformations for body, cloth and hair on fat/skinny humans, very stretchy and cartoony ghosts, dragons, snails, and quadrupeds
- Designed and implemented multiple python qt tools to improve setup time and workflow for in-house rigging application
- Programed a python qt application that is used for cross show file syncing
- Overhauled and improved vehicle motion system and vehicle dynamics
- Implemented short neck generic dragon with three body variations and seven different sets of accessories
- Developed clothing and crowd support pipeline for generic characters

Rigging Contractor, Texas A&M University   *January 2011 - February 2012*

Gil Rosenthal Any Fish Project
- Designed and implemented fish rigs that allow users to implement common scientific quantitative methods for modeling the shape of fish fins and bodies

Technical Artist Intern, Electronic Arts   *May 2008 - August 2008*

Tiger Woods Team
- Created and updated mel scripts and production tools
- Updated the male and female facial rigs

EDUCATION: **Masters of Science in Visualization Sciences**   *May 2009*

Texas A&M University, College Station, TX

Thesis: *Creating Automated Interactive Video Playback for Studies of Animal Communications*

Bachelor of Science in Radio-TV-Film   *May 2005*

University of Texas, Austin TX

Certificate in Computer Science

Reel: trishabutkowski.com password:trisha   **References:**   Available upon request