John Butkus

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Objective

  To work in a highly creative environment with people who love what they do, and to be able to help inspire each other to create projects that we can be proud of.

Work Experience

2008 – Present: **Senior Animator, Blizzard Entertainment**

- Responsible for hand-keying character movesets, while keeping the style consistent with the work of other animators working on the same characters.
- Works closely with Animation Lead to concept new character movement, and incorporate feedback from Design.
- Mentor to the Junior animators on the team through providing feedback and guidance on their work.
- Trusted with animating some of the more difficult and challenging motions in each Warcraft expansion.

2003 – 2008:   **Senior Animator, Bungie Studios**

- Responsible for creating complete character movesets under very tight deadlines, while still maintaining a high quality bar.
- Responsible for working with the 3D artists to concept new character movement and give feedback on the design of the characters.
- Worked closely with the designers to create and tune all of the first-person animations in Halo3.
- Worked with the cinematics team to create cinematics in both Halo2 and Halo3.

2002 – 2003:   **Animator, Treyarch**

- Responsible for hand-keying both player-controlled and NPC combat animations.
- Worked with other animators to create cinematics for Minority Report.

1999 – 2002:   **Animator, Kodiak Interactive**

- Responsible for editing motion capture data for wrestling and baseball characters.

Games Shipped

- World of Warcraft: Cataclysm *(PC)*
- World of Warcraft: Wrath of the Lich King *(PC)*
- Halo 3 *(Xbox 360)*
- Halo 2 Multiplayer Map Pack: Another Day At The Beach (short film) *(Xbox)*
- Halo 2 *(Xbox)*
- MLB Inside Pitch 2003 *(Xbox)*
- Minority Report *(Xbox, PS2, GC)*
- WCW Backstage Assault *(PSX, N64)*

Software

- Autodesk Maya
- Autodesk 3DStudio Max
- Adobe Photoshop
- Adobe Premiere
- Adobe Photoshop Lightroom

Education

1995 – 1999:   **Sheridan College, Oakville ON, Canada**

- Diploma in Classical Animation
- Experience in 2D character and effects animation, as well as layout, storyboarding, storytelling, and figure drawing. Also completed year-long Art Fundamentals course before starting Classical Animation, where sculpture, etching, figure drawing, and marker design were taught.