

Ian Brenneman | VFX Artist

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Professional Experience

TruPlay Games, Austin, Texas USA (2021-present), *VFX Artist*

- Created various effects utilizing DCC software & the Unity engine
- Worked closely with artists from other departments developing stylized shaders & a material pipeline for props, characters, terrain & environments using Unity's shader graph & HLSL
- Served as communication point between engineering & artist teams for local source control including training and procedure documentation allowing for necessary proper project collaboration

Digital Extremes, London, Ontario Canada (2011-2021), *VFX Artist*

- Produced character, environment & cinematic effects using DCC & in-house engine
- Scripted materials and effects via Lua and HLSL shaders
- Utilized Houdini to produce river systems & splat maps for placement of effects on openworld maps
- Worked closely with designers, programmers, artists, & QA to maintain gameplay function, style & performance resulting in better user experience
- Assisted new VFX hires in proper in-house engine workflow, techniques & usage, enabling fellow artists to hit the ground running

Digital Extremes Projects

2012-2021 *Warframe* (Updates ongoing for PC, Sony Playstation, XBox, Switch, etc.)

2016-2018 *The Amazing Eternals* (Unreleased for PC)

Square Enix, Tokyo, Japan (2008-2011), *VFX Artist*

- Created a variety of character, environment & cinematic effects using DCC, in-house tools & engines
- Setup placement & timing of many effects via Lua
- Wrote custom MEL tools & scripts to aid in effects production, reducing the time necessary for menial tasks in Maya & other software for the VFX team

Square Enix Projects

2010-2011 *Final Fantasy XI* (Various Patches & Expansions for PC & Sony Playstation 2)

2009-2010 *Final Fantasy XIV* (Released 2010 for PC)

2008-2009 *Final Fantasy Crystal Chronicles: Crystal Bearers* (Released 2009 for Nintendo Wii)

Fatkat Animation Studio, Miramichi, New Brunswick, Canada (2006-2008), *Flash Animator & Background Artist*

- Animated for television cartoon series, creating between 40 to 50 seconds of animation a week
- Designed & drew backgrounds & layouts
- Modeled & animated complicated props in 3D using Maya
- Served as animation mentor to junior animators allowing smoother onboarding for new hires

Software know-how

- Adobe After Effects, Animate CC, Photoshop, Substance Designer & Painter
- Autodesk Maya, Blender & SideFX Houdini
- Perforce, Git & SVG Source Control systems
- HLSL, Lua, Maya MEL and Python Languages

Education

Vancouver Institute of Media Arts (Vancouver, BC Canada) - Commercial Animation & VFX Diploma

University of Iowa (Iowa City, Iowa) - Bachelor of Liberal Arts: Japanese Language & Literature

Nanzan University (Nagoya, Japan) - Foreign Exchange Student

Honors

- Recipient of March 2022 Employee of the month, TruPlay Games, Austin
- Recipient of May 2007 Employee of the month, Fatkat Animation Studio, Miramichi
- Graduated with Honors both years attended, Vancouver Institute of Media Arts, Vancouver
- Member of Dean's List all semesters attended, University of Iowa, Iowa City