

Ethan Buttimer

TECHNICAL ARTIST · SOFTWARE ENGINEER

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Experience

Meta (Contractor, Insight Global LLC)

TECHNICAL ARTIST (Jan 2024 - Present)

- Developed expressive clothing and hair customization features for a **VR avatar pipeline**
- Built Python tools for asset optimization and animation in Maya
- Designed a **node graph editor** for assembling avatars as Universal Scene Description (**USD**) data
- Optimized custom **C++ texture and mesh processing** algorithms

Microsoft

SOFTWARE ENGINEER, CLOUD+AI (Aug 2022 - Oct 2023)

- Delivered routing and caching features to improve the reliability, security, and speed of **Azure Front Door CDN**
- Conducted **performance testing**, mitigated cloud service incidents and investigated their root causes
- Engineered **AI-powered system automation** to improve developer productivity

DreamWorks Animation

TECHNICAL DIRECTOR (March 2022 - July 2022)

- Developed **Python plugins for Houdini** to support FX artists
- Improved render management and data processing in a **cloud-based pipeline**

UCBUGG 3D Modeling and Animation

HEAD COURSE INSTRUCTOR (Jan 2020 - May 2022)

- Designed labs and lectures about creating **3D animated films**
- Provided production teams with **technical support** for Maya
- Managed finances, events, and distributed **render resources**

Geopogo

SOFTWARE ENGINEER INTERN (Aug 2020 - Aug 2021)

- Designed **user interfaces** and tools for an architectural design editor and an AR mobile app
- Developed an interactive, Bezier spline-based wall generator using **C# and HLSL in Unity**

Education

University of California, Berkeley

COMPUTER SCIENCE B.A.

CERTIFICATE IN DESIGN INNOVATION

GPA: 3.96/4.00 (Aug 2018 - May 2022)

Coursework: Computer Graphics, 3D Modeling and Animation, Discrete Mathematics, Computer Vision, Machine Learning, Computer Architecture, Data Structures, Virtual Reality, Linear Algebra, Differential Equations, Vector Calculus, Design Methodology

Honors: Phi Beta Kappa, Upsilon Pi Epsilon CS Honor Society, Sigma Phi Epsilon Balanced Man Scholarship Winner

The Animation Collaborative

FUNDAMENTALS OF ANIMATION (Fall 2019)

Projects

Sutro Baths AR Tour

WINNER, GOOGLE'S IMMERSIVE GEOSPATIAL CHALLENGE (Fall 2023)

- Used **Blender and Photoshop** to reconstruct the Sutro Baths historic site as a 3D model
- Harnessed the **ARCore Geospatial API in Unity** to anchor the model to the ruin site
- Created an interactive **mixed reality mobile app** with an educational tour experience

Mirage (3D Animated Short Film)

TECHNOLOGY LEAD (Sep 2020 - June 2021)

- Programmed **Python tools for Maya**, Substance 3D Painter, and RenderMan to improve texturing workflows
- Directed **procedural particle simulations in Houdini** for the sandstorm and disintegration effects
- Completed **character shading, rigging and animation**
- Supervised Git version control and asset management