

Allen White

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Art Director

Summary

Think of me like an engineer, who solves your art problems. I create holistic art solutions for products, from initial concept through the entire pipeline to a functioning asset in engine. This includes; look development, shader creation, in-engine workflow tools, to client-side engineering. All with an eye towards maximizing the needs of the product and the strengths of the dev studio.

Experience

Disruptor Beam Inc.

Art Director [Jan 2016 - Present]

Define visual direction, engineer client systems, prototype games, and establish pipeline solutions for creating and integrating art assets and visuals that push the envelope of mobile and tablet gaming.

In-development Titles: Unannounced Project (Android, iOS), Unannounced Project (Android, iOS, FB, WebGL)

Released Digital Titles: Star Trek Timelines (Android, iOS, FB WebGL), The Walking Dead : March To War (Android, iOS)

Lead 3D Artist [Nov 2014 – Jan 2016]

Created custom Starship PBR shaders, visualization code, exemplar assets and fx solutions. Worked with team to refine art pipeline to ensure quality and performance across a wide range of mobile devices. Managed In-House and Outsourced production of Starships and other art assets.

Dicewrench Designs, LLC

Owner [Jan 2014 - Present]

Responsible for developing prototypes for fundraising, organizing and supervising remote contractors during development, and creating games.

In-development Titles: Cutlass & Compass (PC)

Released Titles: Wild Wings Air Blue Racing (WinStore), Wild Wings VR (GearVR, Oculus GO)

KizStudios, Inc.

Project Lead / Art Director [April 2011-Jan 2014]

Responsible for organizing and supervising team of 9 artists and developers to produce SmashMuck Champions (PC/Mac), an online free-to-play multiplayer arena game.

SMC became a live service 8 months after beginning development and entered closed-alpha, which

users paid up to \$100 to join. SMC was released on Steam (Early-Access Free-to-Play) and Kongregate (Open Beta) and has over 500,000 users.

Also, responsible for speaking to press at conventions including audio and video interviews, leading Q&A panels, designing and managing production of convention booth space, swag, and marketing material. Also responsible for analyzing metric data for both retention and sales.

Art Director [May 2010-Jan 2014]

Responsible for organizing and supervising team of 15 artists across multiple departments, maintaining studio pipeline, establishing and directing style, game design and art development on video game, web comic, print, and cinematic projects. Also responsible for creating and preparing internal documentation and presentations for corporate office and investors. Created core designs for use throughout Kiz "Muck" IP projects including props, characters, and locations.

Released Digital Titles: Muck Wars, Traveler's Guide to Planet Muck Interactive Tour, Critter Escape (Mobile iOS/Android), Mix-A-Muck (Mobile iOS/Android)

Lead Concept Artist [Aug 2009-May 2010]

Responsible for leading multiple teams of 2-3 developers and artists, establishing and directing style, game design and art development on video game, web-based flash game, and board game projects.

Released Digital Titles: Crystal Maze, Aim-n-Shoot, Flower Defense, Gear Mania, Crystal Cleanser, KizMemory, Totemaku

Texture Painter and Concept Artist [Feb 2009-Aug 2009]

Additional responsibilities; Commercial matte painter, Packaging design, Training new artists and interns, and other special projects.

Freelance Illustration and Design [Nov 2009-Present]

Dreamspike Studios

Bronze: Published by Shrapnel Games
Received a PCGamer Score of 80 (out of 100)

Rocketsnail Games

Unannounced/Unreleased Projects

Soma Games

UI and HUD concept and development
Cutscene Comic Illustrations
Wind-Up-Robots (iOS)
Additional Titles in Development

Sarissa Games

Oh, Sleeper; Stand Your Ground Mobile Game (iOS)

APE Games

Rolling Freight Board Game

Tall Guy Games

The Majority Rules Card Game

Healthstatus.com

Web Graphics, E-book and E-course layout, design, and video production, Vehicle Window Decal

The Retirement Crisis

Book Cover Illustration
Written by Brett Goldstein

Storyboard Artist [Aug 2008]

The Ant and The Elephant
Richard Tyler Tunney; Worklight Productions

Scene Shop Carpenter Staff Position [Mar-Sept 2007]

Savannah College of Art and Design
Responsible for training and leading students in the use of shop equipment and practices

Software

- Adobe Photoshop
- Adobe Illustrator
- Unity3D
- Bodypaint 3D
- 3DS Max

Skills

- Concept Illustration
- Production Design
- Digital/Traditional Illustration
- 2D Texture Painting
- Set Model Construction
- C#
- Wargame Miniature Painting
- Carpenter
- Theatrical Sculpture

Education**BFA in Production Design**

Savannah College of Art and Design [SCAD]; Savannah, GA.
GPA: 3.67/4.0
Cum Laude
Comp TIA A+ Certified Professional: Personal Computers

References

Benjamin Rodgers
Game Designer
Wargaming Seattle
843.952.5107
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Josh Markham
Associate Artist
Bungie
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Chris Skaggs
Soma Games
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Jacob Schiek
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