

Allen White

Concept Artist

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Objective Desire a position as a Concept Artist to translate written text to visual ideas in projects across Game Design, Film, and Theatre.

Skills

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

Software

- Adobe Photoshop
- Adobe Illustrator
- Adobe InDesign
- 3DS Max

**Practical
Education
Experience**

Concept Artist

Totem [Miniature Wargame] May 2008
Designer: Ben Rodgers

Texture Artist

0 a.d. [Realtime-Strategy Game] Dec 2005
Wildfire Games

Production Designer

The Sins of the Father [Film] Oct 2008
Director: Alexander Hill Producers: Steven Wilks and Mitchell White

Assistant Scenic Designer

Violet [Stage] May 2008
Scenic Design: Richard Tunney
Broken Window Dance Show [Stage] Mar 2008
Scenic Design: Richard Tunney
Pterodactyls [Stage] Feb 2007
Scenic Design: Richard Tunney

**Work
Experience**

Storyboard Artist [Aug 2008]

The Ant and The Elephant
IntraMusic Theatricals

Scene Shop Carpenter Staff Position [Mar-Sept 2007]

Savannah College of Art and Design

Technical Staff; Scene Shop Work Study [Feb-Mar 2007]

Savannah College of Art and Design

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

Richard Tunney
Professor, SCAD
912.525.6935
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Hal Tine
Professor, SCAD
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Robert Mond
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Ben Rodgers
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