

Allen White

Concept Artist

allen@allenwhite.com
912.604.0399
www.allenwhite.com

Objective Industry experienced Concept Artist and Art Director interested in translating written text to visual ideas in projects across Game Design, Film, and Theatre.

Work Experience

KizStudios, Inc.

Art Director [May 2010-Present]

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.

Released Digital Titles: Muck Wars, Traveler's Guide to Planet Muck Interactive Tour

Lead Concept Artist [Aug 2009-May 2010]

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

Released Digital Titles: Critter Escape, 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]

Clients include:

Dreamspike Studios

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

APE Games

Rolling Freight Board Game

Tall Guy Games

The Majority Rules Card Game

Soma Games

UI and HUD concept and development
Cutscene Comic Illustrations
Titles In Development

Healthstatus.com

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

The Retirement Crisis

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

**Practical
Education
Experience**

Production Designer

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

Software

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

Skills

- Concept Illustration
- Production Design
- Digital/Traditional Illustration
- 2D Texture Painting
- Set Model Construction
- Hand Drafting
- 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

Richard Tunney
Professor, SCAD
912.525.6935
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Chris Skaggs
Soma Games
cryptopur@somagames.com

Ben Rodgers
Lead Game Designer;
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