

# Allen White

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Art Director

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**Objective** Industry experienced Art Director and Project Lead interested in creating entertaining visually rich games across platforms and media.

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## Work Experience

### Dicewrench Designs, LLC

#### Owner [Jan 2014 - Present]

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

In-development Titles: Wild Wings (PC, Mac, iOS, Android, Win8), Cutlass & Compass (PC)

### 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 380,000 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)

### **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

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**Software**

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

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**Skills**

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

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**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

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**References**

Benjamin Rodgers  
Game Designer  
Wargaming Seattle  
843.952.5107  
benopotomus@hotmail.com

Josh Markham  
Associate Artist  
Bungie  
228.547.3667

Chris Skaggs  
Soma Games  
cryptopur@somagames.com

Jacob Schiek  
Lead Developer  
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