

Allen White
2410 Valentine Way
Charleston, SC 29414
912.604.0399
allen@allenwhite.com

June 16, 2014

Wargaming Seattle

Josiah Colborn:

I was delighted to learn of your Concept Artist position thru Ben Rodgers. Wargaming's efforts to create original IP beyond the success of the "World of" franchise is very exciting. My experience as an Art Director and Concept Artist in the F2P space makes me both ready and qualified to tackle new projects with you.

As the Project Lead on SmashMuck Champions my team of nine developers brought our free-to-play combat arena game to market (closed-alpha) in just under eight months. In addition to organizing the project I was responsible for establishing all of the visual look, direction and identity for the product. With a small team I was also able to contribute throughout the title beyond direction; on large format promo illustration, promotional animations and trailers, character and level assets (models, textures, shaders, lighting), UI layout and design, and conducting press interviews at conventions.

Beginning my career at a startup company has given me the opportunity to excel in a variety of formats which has provided me with greater insight into developing the entirety of a product beyond the in-game assets. I have worked on everything from training new artists, to convention booth design, designing board games, TV commercial matte painting, packaging design, user-interface and flash design.

Thank you for your consideration of my work. My portfolio and resume are available online at; wargaming.allenwhite.com I look forward to speaking with you soon.

Respectfully,

Allen White