

Allen White

allen@allenwhite.com
912.604.0399
privateer.allenwhite.com

Concept Artist

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

Work Experience

KizToys, Inc.

Acting 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.

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.

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:
Healthstatus.com, APE Games

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
rtunney@scad.edu

Kevin Brusky
APE Games
kevin@apegames.com

Ben Rodgers
Lead Game Designer;
KizToys
304.639.6765
brodgers@kiztoys.com