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Employment History

Objective: To utilize my varied artistic background as a springboard for solving aesthetic challenges.

6/07-6/09 Sony Online Entertainment, Bellevue, WA

Cinematic Director

- Storyboards/2D Animatics/ Editing/Post-production/Motion-Graphics/Concepts/UI & HUD Graphic Design/Gameflow Boards
- *The Agency*

1/03-Present STUDIOWHITE LLC, Seattle, WA

Artist-Contract

- I run my own freelance business providing Concepts/Storyboards/Videowork for local and national game companies as well as commercials and film. WWW.STUDIOWHITE.COM
- Some Clients include: **Blue Fang/ArenaNet/SOE/Surreal Software/CBS/Gatorade/Dark Horse**

4/04-7/04 Suckerpunch Productions, Bellevue, WA

Artist-Contract

- Marketing art/Cover paintings/Nonlinear editing/ and In-Game Cut Scenes
- 2 Week Concept Design for FLETCH pitch 8/05
- *Sly2: Band of Thieves*

3/02-12/02 SURREAL Software, Seattle, WA

Art Lead & Contract (1/03-6/04)

- Concept Design/Storyboards/Low-Poly Modeling/Lighting and Render setup/Nonlinear editing
- PS2 Games: *Lord of the Rings: Fellowship of the Ring*
- *The Suffering- In Game Video Post and Design only*

2/99-3/03 Cinemachine, Los Angeles, CA

Creative Consultant

- Camera Operator, Storyboard Artist, Title and Logo Design, Package Design, and Content Consultant.
- Documentary Film: *Frazetta: Painting with Fire about artist Frank Frazetta.*

2/98-3/02 BOSS Game Studios, Redmond, WA

Concept Design Lead

- Concept Design/Lighting and skybuilding for XBOX. 3D Modeling and texturing for N64.
- N64 Games: *World Driver Championship, Stunt Racer 64*
XBOX: *RacerX* (cancelled project)

11/94-1/98 **Take 2 Entertainment**, Latrobe, PA

Digital Artist

- Modeling/Lighting/Texturing/Animating/Compositing/Storyboards/Concept Design/Packaging and Promotion Design.
Major R & D and art direction for Black Dahlia.
- PC Games: *Black Dahlia*, *Jetfighter: Full Burn*, *Ripper*, *Maximum Roadkill*, *Millennia*
Playstation: *Iron & Blood*

3/93-10/94 **Carson Industries**, Freeport, PA

Art Director

- Concept Design/Sculpture/Mold-making/R&D for manufacturing processes/. Managed over 10 artist and tracked product through manufacturing, working with several departments.
- Produced sand-casted metal garden design products as well as concrete and polymer composites.

Freelance

I've worked as a freelance artist for over 20 years for a variety of companies and markets. Please inquire for complete client list.

Software Experience

- **Adobe Photoshop CS5**
- **Adobe After Effects CS5**
- **Adobe Premiere CS5**
- **Adobe Illustrator CS5**
- **Adobe Flash CS3**
- **Maya 7.0**

Education

9/90 **Art Institute of Pittsburgh**, Pittsburgh, PA

- Associates Degree majoring in Drawing and Painting
- Graduated with High Honors

4/99, 5/2000 **911 Media Arts Center**, Seattle, WA

- 3-Day Editing Intensive Using Avid, Final Cut Pro, and Beta SP
- Canon XL-1 camera certification program

3/98-6/98 **Northwest Artist School**

- Studied painting with Henry Stinson, in Russian Impressionist style

3/2003 **Henry Stinson**

- Month-long Painting intensive