

Shane White 4232 2nd Ave. NW Seattle, WA 98107 H: **206.568.4348** studiowhite@gmail.com

Employment History

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

03/11-Present **Amazon Game Studios**, Seattle, WA

Art Director/Concept Designer

- Art Direction, Concept Design, Illustration, Video & Motion Graphics
- *TBA-2014*
- *Living Classics*

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**

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 and Style Guide
- *The Agency*

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 fantasy 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 CS5.5**
- **Adobe After Effects CS5.5**
- **Adobe Premiere CS5.5**
- **Adobe Illustrator CS5.5**
- **Maya 2014**

Education

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

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

Websites

- WWW.SHANEWHITE.COM - Personal Site
- WWW.STUDIOWHITE.COM - Professional Site