

**Shane White** 2310 NW 96<sup>th</sup> St. Seattle, WA 98117 H: **206.235.0533** [studiowhite@gmail.com](mailto:studiowhite@gmail.com)

## **EMPLOYMENT HISTORY**

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

1/03-Present **STUDIOWHITE VISUALS**, 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](http://WWW.STUDIOWHITE.COM)
- Some Clients include: **Blue Fang/ArenaNet/SOE/Surreal Software/CBS/Gatorade/Dark Horse**

11/11-03/15 **Amazon Game Studios**, Seattle, WA

### ***Art Director/Concept Lead***

- Art Direction, Concept Design, Illustration, Video & Motion Graphics
- *Living Classics*
- *The Unmaking*

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 Artist*** (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

### ***Camera Operator/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*

### **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 Creative Suite**
- **Maya (Basic Usage)**
- **Sketchbook Pro**
- **Clip Studio**

### **Education**

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

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

### **WEBSITES**

- [WWW.SHANEWHITE.COM](http://WWW.SHANEWHITE.COM) - Personal Site
- [WWW.STUDIOWHITE.COM](http://WWW.STUDIOWHITE.COM) - Professional Site