

SHANE PATRICK WHITE 2310 NW 96th St. Seattle, WA 98117 C: **206.235.0533**
studiowhite@gmail.com

EMPLOYMENT HISTORY

OBJECTIVE: To use my abilities as a visual storyteller to create concept art + design solutions for video games.

1/03-Present **STUDIOWHITE VISUALS**, Seattle, WA

Contract Artist

- I run my own freelance business providing **CONCEPT ART | STORYBOARDS | ILLUSTRATION** for local and national game companies as well as commercials and film. WWW.STUDIOWHITE.COM
- Some Clients include: **Alaska Air/ArenaNet/SONY/Microsoft/CBS/T-Mobile/Amazon/Arcadia Games/ Warner Bros. Games/ Marvel/ etc.**

11/11-03/15 **AMAZON GAME STUDIOS**, Seattle, WA

Art Director/Concept Lead

- Art Direction, Concept Design, Illustration, Video & Motion Graphics
- Created the Concept Department that provided rapid ideation for various game teams
- **Living Classics**- *Lead Illustrator for the mobile title eventually taking over as AD to finish out the project and ship the game*
- **The Unmaking**- *Concept Art Lead for the Kindle Fire mobile game*

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**- *I created the Cinematic Director role specializing in cut-scenes and interstitial transitions and worked with the Animation team. My background in acting and film production helped this process.*

4/04-7/04 **SUCKERPUNCH PRODUCTIONS**, Bellevue, WA

Artist-Contract

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

3/02-12/02 **SURREAL SOFTWARE**, Seattle, WA

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

- Concept Design / Storyboards / Lighting + Render setup in UNREAL/ Nonlinear editing
- **Lord of the Rings: Fellowship of the Ring**- Art Lead/Concept Artist
- **The Suffering I + II**- *In-Game Video Cutscenes and In-game screen 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**

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 + Art Direction for Black Dahlia.
- PC Games: **Black Dahlia, Jetfighter: Full Burn, Ripper, Maximum Roadkill, Millennia**
Playstation: **Iron & Blood**

SOFTWARE EXPERIENCE

- **Adobe Creative Suite**
- **Maya & Blender (Basic Usage)**
- **Sketchbook Pro | Procreate | Clipstudio**

Education

03/21-05/21- **CGMA**, Spring Quarter online

- Certificate of Completion: **Anatomy of Folds, Environment Design**

10/19-06-20 **RICHARD HUGO HOUSE**, Seattle, WA

- Year-long science fiction writing course with author, Nisi Shawl

03/03-04/03 **HENRY STINSON Painter**, Pullman, WA

- Month-long painting intensive in Russian Impressionism

9/90 **ART INSTITUTE OF PITTSBURGH**, Pittsburgh, PA

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

WEBSITES

- WWW.SHANEWHITE.COM - Illustration
- WWW.STUDIOWHITE.COM - Concepts +Storyboards