

Andrew White
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Art Tool Experience

Max/Maya
Mudbox
Photoshop
Painter
Promotion
Nintendo DS nitro exporter
Mapping & Texturing
2D/3D Animation

Traditional Skills

Concept Art
Design
Illustration
Storyboarding
Life Drawing
Layout Composition

3 years + industry related experience

Modeling/Texturing/Lighting

Monkey Barrel games LLC

Contract Artist

"Backgrounds using 3ds max and photoshop for Hidden in Time: Mirror Mirror"

"Backgrounds using 3ds max and photoshop for other currently unreleased titles"

May 2008 - March 2009

Handheldgames

Environment Artist

Shipped Titles

"Cory in the House, DS", 3D lead environment artist

"The Cheetah girls, DS" modeled various props and menu items

"Power rangers, DS" misc 2d sprite effects

Various props and icons for unshipped Jakks Pacific game.

February 2007 - March 2008

Ballena Technologies Inc.

Internship

Environment and prop modeling of stadium suites

February-2006 - June-2006

Book cover design

"The slip in" by Sandra E. Waldron, Xlibris corp april 2007

"Haji" by Daniel Stiles, silverlake publishing july 2003

"Lunatic Prophecy" by marc McLemore and Daniel Stiles,

Publish America LLLP 2003

Education

Associates of applied arts degree, with focus in realtime 3d rendering for games

The Art Institute of Seattle