

## EDUCATION

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***Bachelor of Fine Arts (BFA), Animation***  
**Savannah College of Art and Design**

- **Minor:** Storyboarding

**Graduated June 2007**  
**Savannah, GA**

## WORK EXPERIENCE

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***Game Tester***

**Activision**

- Tested and provided feedback on two different games, documenting gameplay and bugs.

***2D Animator***

**Versatility and Love LLC**

- Performed character animation, character design/modeling/texturing, character rigging and skinning, computer rendering, and compositing for the documentary, "*Pablo*", which combined character animation and documentary footage.
- Specialized in the creation of video compositing and title cards for celebrity interviews.

**August 2009, April, 2010**

**Hollywood, CA**

**September 2009 – October 2009**

**Hollywood, CA**

***Lead Animator, "Imitation of the Sky"***

**Black and Greene Records**

- Developed the storyboard and character designs for a music video featuring Bryan Scary and the Shredding Tears, involving all aspects of the computer animation production pipeline and how it relates to story, audience, pre-production, production, and post-production.
- Managed the work schedules and supervised a team of animators and cleanup artists.
- Focused on the creation of traditional animation, digital ink and paint (in Flash), compositing, modeling, rendering (in Maya, After Effects), and timing for other animators.

**May 2008 – June 2009**

**Los Angeles, CA**

***Animator/Title Designer, "Asylum Seekers"***

**Crowned Heart Pictures**

- Developed title cards and composition of special effects with live action footage for a feature film.
- Designed and animated a 2D 'anime' styled avatar, and other miscellaneous 2d effects.

**February 2008 – April 2008**

**Los Angeles, CA**

***Animator, "Cake Town"***

**Pittsburgh XO Game Jam**

- Designed character sprites and animations in Flash for a game design and programming event.
- Created the level layout and aesthetics for an adventure themed Flash game for the XO laptop.

**November 2007**

**Pittsburgh, PA**

***Production Intern, "Ben 10"***

**Cartoon Networks Studio**

- Created and archived storyboards and character sheets and presented them as well as presented a storyboard pitch before a board of directors.
- Interacted with voice talent in studio sessions to assist with track pick-ups and ADR sessions.
- Worked closely with the Line Producer, Directors, and Art Department on a season of the television series "Ben 10".

**June 2006 – September 2006**

**Burbank, CA**

***Production Assistant, "Gone Since Tuesday"***

**"It's the Marsh!" Productions**

- Performed in office and on-set duties that included facilitating communication between departments, distributing paperwork, and related tasks as mandated for television production.
- Supported all facets of the production, including administrative areas, business development areas, creative areas, personal and time management areas, and any other areas required.

**July 2001, March 2006**

**Savannah, GA**

# WILL WHITE

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***Animation/Art Director, Li'l Kitty Jam Jams***

**October 2005 – February 2006**

**ARG! Productions**

**Savannah, GA**

- Developed the storyboard and characters for an animated short, involving the computer animation production pipeline and how it relates to story, audience, pre-production, production, and post-production.
- Managed the work schedules and supervised a team of 10 animators and cleanup artists.
- Focused on the creation of traditional animation, digital ink and paint (in Flash), compositing, modeling, rendering (in Maya, After Effects), and timing for other animators.

***Comic Illustrator, "Honor Comics"***

**July 2004**

**Fake Middle Names Collective**

**Louisville, KY**

- Wrote and illustrated a short story/comic while assisting with publishing and distribution logistics.

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## HONORS

***SIGGRAPH "Fjorg! Iron Man 24 hour Animation Contest***

**July 2007, July 2008**

- "Triplings" - Honorable Mention
- "The Pillage People", Participant

***Kalamazoo Animation Festival International, 1<sup>st</sup> Place***

**May 2007**

***SCAD Guerilla Film Fest, 1<sup>st</sup> Place***

**February 2005**

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## TECHNICAL SKILLS

- **General Software:** Adobe Photoshop, Adobe Illustrator, Adobe After Effects CS4
- **3D Software:** Alias Wavefront Maya (modeling, animation, rigging, lighting)
- **Web Development:** Flash, HTML