

ABOUT

Goal oriented artist with 9 years of project lead experience and more than 50 published books. At Cyberlore Studios, streamlined production and scheduled teams of up to 8 artists. Released 15 video games on time and on budget. Created more than 300 pages of comics for LEGO. Flexible skill set works well for advertising design including print and video.

CONTACT

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SKILLS

- Illustration
- Graphic Design
- Adobe Creative Suite
- HTML & Wordpress
- Video Editing
- 3D Modeling
- 3D Printing
- Animation
- Team Management
- Excellent Communicator
- PC and MAC Platforms

EDUCATION

Columbus College of Art
and Design

BFA in illustration

Received 3 merit scholarships while studying illustration, animation, graphic design.

VOLUNTEER

Design and Visual
Communications Program
Advisor at Chicopee
Comprehensive High School
(ongoing)

Presenter at 2017 WGBY Love
for Learning event.

DAVID WHITE

Illustrator + Graphic Designer

EXPERIENCE

FREELANCE ARTIST

2006 - Present

Various Clients

Created illustrations and graphic designs for a wide variety of clients and products including video games, children's books, instructional books, product packaging, gaming miniatures, and magazines.

Highlights:

- Scholastic - Illustrated 50 books including 7 for LEGO Star Wars and 25 for Hot Wheels.
- Toni DiTerlizzi - Production assistant. Flat coloring of line art, made color separations, die-cut and print prep for digital files.
- LEGO - Designed and illustrated hundreds of pages of comics for LEGO Magazine.
- Public Speaking - Made informative presentations about being a creative professional. Clients include WGBY, Springfield Technical Community College, and Springfield Museum.

ART DIRECTOR / SENIOR ARTIST

1996 - 2006

Cyberlore Studios, Inc. (Video Games)

- Managed teams of up to 8 artists.
- Made schedules, reviewed assets, and inspired quality.
- Coordinated with external teams at various companies.
- Traveled to clients and secured multi-million dollar projects.
- Created concept art, 3-D models, and storyboards.
- Developed content creation pipelines for art assets.
- Created appealing and intuitive interfaces.
- *Clients included Microsoft, Activision, Blizzard Entertainment, Best Buy, Playboy, and Dunkin Donuts.*

ANIMATOR

1995 - 1996

Lookout World, Inc.

Produced 2D animations for children's edutainment games. Worked with a team of artists and programmers to develop a fun and rewarding game play experience.