

# Darren White

## Art Director

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- Nov 2017 - Present **Interior Night**, London  
**Studio Art Director**  
Set up a new team/studio developing an unannounced narrative IP for SEGA. Created full production schedule, vertical slice, pipelines and unique visual style.
- Jan 2009 - Nov 2017 **Slightly Mad Studios**, London  
**Studio Art Director**  
Developed *Need For Speed Shift*, *Shift 2 Unleashed*, *Red Bull Air Race the Game* and *Project CARS 1 & 2*, AAA multi-platform racing games acclaimed for their visual quality. Responsible for creating the visual style and driving the art production. Coordinated and mentored the art team, maintained art standards, ensuring consistency, quality and budgetary requirements were met. Art Directed several mobile titles including *The Walking Dead Assault* and *Eager Beaver*.
- June 2000 - Jan 2009 **Firefly Studios**, London  
**Artist > Lead Artist > Art Director**  
Responsible for creating high quality art on multiple platforms for a variety of titles including *Dungeon Hero* and the *Stronghold Series*. Managed and inspired internal and external art teams. Collaborated with design and production team to ensure the art work fit with the overall project goals and was in line with targets.
- June 1999 - June 2000 **Havas Interactive**, London  
**Artist/Animator**  
Worked as part of the Impressions team developing *Ultimate Soccer Manager 2000*.
- Sept 1997 - June 1999 **The Vega Group**, Welwyn Garden City  
**Graphic Artist > Senior Graphic Artist**  
Produced simulation graphics and animation for clients such as the MOD and RAF.
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- 1994 **Loughborough University**  
- 1997 **2:1 BA(Hons) Industrial Design and Technology**  
1986 **Skinner's Grammar School**, Tunbridge Wells  
- 1993 **A Level: Physics (B) Maths (B) Art & Art History (C)**  
**AS Level: Maths (A). GCSE: 3 As, 5 Bs**

# MOTIVATED CREATIVE VISUAL LEADER

## Key Responsibilities:

- Define visual style
- Visual target concepts
- Art style guides
- Example assets
- Presentations and pitches
- Art schedules and reviews
- Staff appointment and appraisal
- Team mentoring and training
- Coordinate outsourcing
- Collaborate with marketing
- Graphics pipeline definition
- Engineering team liaison
- Design/Develop graphics tech

## Professional Skills:

- Concept art
- Lighting
- Colour grading
- Modelling and sculpting
- Texturing and baking
- Rigging
- Mo-cap and keyframe
- Facial animation
- Cinematic sequences
- Cloth and hair sim
- Rigid body physics
- Particles and VFX
- HDR setup
- Cinematic post processing
- Video editing
- GUI

## Art Applications:

- 3dsMax
- Maya
- Photoshop
- ZBrush
- Mudbox
- After Effects
- Premiere
- Substance
- Unity

## Interests:

- Film, photography, snowboarding