

Matt White

Game Developer | Animator | Entrepreneur

(916) 205-7595 | mattwhite.ai@gmail.com | mattwhiteart.weebly.com | linkedin.com/in/mattwhite03

EDUCATION

Bachelor of Fine Arts

May 2017

San Jose State University
BFA Animation/Illustration
Minor: Computer Science
ShrunkenHeadman Club

SKILLS

Software: Maya, Premiere Pro, Animate, After Effects, Photoshop, Office Suite, Spines
Game Engines: GameMaker, Unity, Unreal Engine 4
Programming Languages: Java, Python, C++

PROJECTS

Project Manager

Aug 2016 – Present

CarbonCraft

Create an award-winning educational game with a team of 4
Developed business plan and pitched to industry professionals and investors
Global Chamber Case Challenge: 2nd Place
Global Challenge Startup Pitch Contest: 1st Prize
Paseo Prototyping Challenge: Top 5

Awards

Director

March 2016 – Present

The Masque

Manage a team of 25 to create a survival-horror game
Use Scrum framework to meet critical deadlines and to ensure a high-quality product
Create design documents, pitches, development pipelines, and animations
Coordinate 4 departments to work towards a single goal

Animator, Composer

Jan 2015 – Aug 2015

The Blue and the Beyond

Animated, cleaned-up and colored characters for award winning film
Collaborated with multiple teams working toward the director's vision

WORK EXPERIENCE

Animator

Aug 2016 – Present

Interabang Entertainment

Animate 2 characters using Adobe Animate
Contribute to development talks incorporating personal ideas

Graphic Designer

Jan 2016 – March 2017

The MIX (Media Indie Exchange)

Designed websites, posters, and banners for industry events
Provided set-up for 5 different events with over 300 attendees

Project Manager

Jan 2015 – July 2016

Green Ninja Games

Led a multi-disciplinary team of 8 to bring 2 games to market
Achieved distribution in 12 schools with over 1000 users

Awards

Games For Change: Climate Challenge Top 4
Silicon Valley Business Plan Competition Top 5
Silicon Valley Innovation Challenge Winner

Animation Intern

June 2016 – Aug 2016

Nimble Collective

Animated characters for a short film using Blender