# GREG WHITE

2D Visual Designer, 3D artist

www.artstation.com/gregwhite
greg40@gmail.com
604.362.6520

## Skills

- UI/UX design and illustration for games and apps
- 3D CG asset production for games and film, specializing in modelling & texturing
- Maya, ZBrush, Substance Painter, Substance Designer, Unreal Engine
- Motion graphics concept art, art direction and 2D art assets for games
- Graphic Design for branding & communications
- Mentoring, outsourcing artists

## Work Experience

### IUGO Mobile Entertainment, Vancouver BC

**Senior UI/UX Designer** 2016 December - 2023 December

I began at IUGO working on their successful top grossing mobile game: The Walking Dead, Road To Survival. Working with game designers and programmers, I ensured UI assets were optimized and designed to work for multiple device layouts. I was responsible for all phases of UI/UX development, illustration, asset integration, screen layout production, UI animation direction and participation in concept development.

### Akimbo Creations, Vancouver BC

**Art Director and Concept Artist** 2015 August - 2016 November

I led a six person art team in the visual development and production of ARC Continuum, a PC sci-fi fantasy adventure game released on Steam. I previsualized the game with concept art for environments and characters and oversaw the development of 3D environments, characters and props.

### Greg White Design, Vancouver BC

**Illustrator & UI Designer** 2013 July - 2015 July

I provided contract art services such as illustration and UI design for 2D game development. The game types included slots, scratch tickets, Bingo, table games and other probability games for online casinos.

### Blitzoo Vancouver BC

**UI Designer/ Game Artist** 2012 February - 2013 June

I worked on Blitzoo's flagship product Slotspot Casino for both Facebook and mobile platforms. Working closely with a small team of artists, I designed and created UI elements and game assets for slot games, and lobby navigation. I was responsible for establishing and maintaining workflow and technical parameters of art production.

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## Education

**Think Tank Training Centre**
**North Vancouver, BC**
**3D CG Production for Games**
**February 2024 - May 2025**

I graduated with a certificate in 3D Environment and Props For Games.

**Sheridan College**
**Toronto ON**
**Illustration & Design**
**1985 - 1989**

I graduated with a diploma, majoring in both Technical and Interpretive Illustration and Graphic Design.

## Software

| | | | |
|---|---|---|---|
| Maya | Unreal Engine 5 | Substance Designer | Substance Painter |
| Mari | Blender | ZBrush | Photoshop |
| XD | V-Ray | World Creator | |

## Released Games

Kingpin Underworld (Mobile, Free to play)
The Walking Dead, Road to Survival (Mobile, Free to play)
ARC Continuum (PC Steam)
Fit Brains Trainer (Mobile app)
Fit Brains for Children (Mobile app)
SlotSpot (Facebook and mobile app)
World Explorers (Facebook)
Tiki Treasures (Online casino)
Astro (Online casino)
Pokémon PokéRoms (CD-ROM)