

NOAH ALLEN - Storyboard Artist

Website: <https://www.noahallenart.com/>

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Experience

6+ years doing storyboards, vis dev, game art and animation.

Out of Space - Art/Narrative Director - *TetherGiest*

- Responsible for all visual development
- Designed and implemented hundreds of unique assets
- Designed, boarded and implemented 30+ cinematics
- Connected gameplay and narrative design through worldbuilding and art direction across all 7 chapters and 8 Biomes

Obsidian Entertainment - Storyboard Artist - *Unannounced*

- Storyboarded key sequences to help establish world building and scope
- Sequences were used to align vision and understand future project needs before production started
- Sequences were so successful that audiences were immediately sold on the game's premise

Elex - Storyboard / Game Artist - *Multiple projects*

- Worked with an international team on multiple projects
- Developed the art style for Shoot Mania
- Created 200+ Designs for enemies, vehicles and environments
- Created a 30 sec fully 2D animated reveal trailer for Shoot Mania

WB Games / Avalanche - Storyboard Artist - *Hogwarts Legacy*

- Worked on 70+ cinematics
- Boarded player interactions with NPCs and special objects
- Made dozens of animation tests for character acting and VFX
- Created concept art for specific world even objects and locations
- Created multiple marketing and announcement videos

Education

Aug 2016 - Dec 2020

Brigham Young University, Provo, Utah - BFA Animation