

NOAH ALLEN - Storyboard Artist

Website: www.noahallenart.com

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Summary

I'm all about telling engaging stories. I have worked on multiple video game projects to help realize the vision for the gamers' experience. I draw fast, and work with my teams to solve problems within the constraints of the project. I create both animatics and concept art depending on where we are in the pipeline and the project's needs.

Software: Storyboard Pro, Photoshop, Procreate, After Effects, Blender

Experience

April 2021 - PRESENT

Elx - Storyboard / Game Artist - Multiple projects

- Boarded global The Walking Dead: Survivors trailer animated by Platige
- Worked with an international team on multiple projects
- Developed the art style for Shoot Mania
- Created 200+ Designs for enemies, vehicles and environments
- Started and Managed weekly life drawing session with the studio
- Made a 30 second 2D animated trailer for the release of Shoot Mania

June 2019 - Dec 2020

WB Games / Avalanche - Storyboard Artist - Hogwarts Legacy

- Worked on 70+ animatics
- Collaborated with devs from multiple departments to ensure the realization for the games narrative experience
- Boarded player interactions with NPCs and special objects
- Created marketing and announcement videos
- Made multiple animations tests for character acting and VFX
- Created concept art for specific world even objects and locations

June 2021 - Present

O and Co. - Art Director / Narrative Lead - Tethergiest

- Top 20 Game of the 2021 GMYC Game Jam
- Responsible for the artistic directions of the game
- Lead for narrative design and writing on all eight chapters
- Created countless sprites and animations

Education

Aug 2016 - Dec 2020

Brigham Young University, Provo, Utah - BFA Animation