

# **MATT DOERING - VISUAL DEVELOPMENT ARTIST**

LOCATION LOS ANGELES CA
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### **DISNEY TV ANIMATION** - BURBANK, CA (JULY 2020 - PRESENT)

- Background Design Lead, "The Ghost and Molly McGee" (Disney Channel TV series)
- Background Designer, "The Ghost and Molly McGee" (Disney Channel TV series)

#### DREAMWORKS TV ANIMATION - GLENDALE, CA (AUGUST 2016 - JUNE 2020)

- Art Director, "Doug Unplugs" (Apple + TV series)
- Background Design Supervisor, "Harvey Girls Forever" Season 3-4 (Netflix TV series)
- Visual Development Artist, "Harvey Girls Forever" Season 1-2 (Netflix TV series)

#### **DISNEY TV ANIMATION** - BURBANK, CA (JULY 2015 - JULY 2016)

- Background Designer, "The 7D" Season 2 (Disney Channel TV series)
- Prop Designer, "Star Vs The Forces of Evil" Season 2 (Disney Channel TV series)

# RED INTERACTIVE- SANTA MONICA, CA (SEPTEMBER 2014 - JUNE 2015)

- Concept Artist, "Dreamworks: Turbo FAST" (multiple games based on Netflix TV series)
- Concept Artist, " PBR: Raging Bulls" (mobile game)

# DISNEY TV INTERACTIVE/ ROCKYOU - EUGENE, OR (JANUARY 2013 - JULY 2014)

• UI Designer/Illustrator, "City Girl" (social game)

#### **ZYNGA** - BALTIMORE, MD (JULY 2012 - DECEMBER 2012)

• UI Designer/Illustrator, "CityVille 2" (social game)

# LARGE ANIMAL GAMES - NYC (JUNE 2010 - JUNE 2012)

- Lead UI Designer, "Spartacus Vengeance: The Game" (social game)
- Lead UI Designer, "Camelot: The Game" (social game)
- 2D Artist, "Spartacus: The Game" (Nintendo DS game)

#### 1ST PLAYABLE GAMES - ALBANY, NY (JUNE 2009 - AUGUST 2009)

- Art Intern, "Style Lab: Jewelry Design" (Nintendo DS game)
- Art Intern, "Winter's Tale" (Nintendo DS game)
- Art Intern, "My Virtual Tutor: Reading" (Nintendo DS game)

# **EDUCATION**

# SAVANNAH COLLEGE OF ART AND DESIGN - BFA SEQUENTIAL ART 2010

**SKILLS** 

Leadership Skills: Art Direction, Design Supervision

Design Skills: Background Design, Visual Development, Prop Design, Character Design,

Background Painting, Graphic Design, Animation **Software:** Adobe Photoshop and Flash, Procreate