

Matt Doering - Visual Development Artist

LOCATION LOS ANGELES CA

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WEBSITE WWW.MATTDORING.COM

EXPERIENCE

DREAMWORKS TELEVISION ANIMATION - GLENDALE, CA (August 2016 - Present)

- *Art Director, (Unannounced Pre-School television series)*
- *Background Design Supervisor, (Harvey Street Kids: Seasons 3-4)*
- *Visual Development Artist, (Harvey Street Kids: Seasons 1-2)*

DISNEY TELEVISION ANIMATION - BURBANK, CA (JULY 2015 - July 2016)

- *Background Designer, "The 7D" (television series)*
- *Prop Designer, "Star Vs The Forces of Evil" (television series)*

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

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

DISNEY 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" (social game)*

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

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

SAVANNAH COLLEGE OF ART AND DESIGN — BFA Sequential Art 2010

Illustration, Visual Development, Background Design, Background Painting, Character Design, Prop Design, Graphic Design, Animation
Software: Adobe Photoshop, Flash, and Illustrator

EDUCATION

SKILLS