

TODD / GIBBS

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EXPERIENCE

6PT+ SONY + NETFLIX | Art Director

CURRENT

[Good Times : Season 1](#)

Art Director for a new primetime series, based on the legacy live action sitcom. Setting new vision for visuals / style, including shape ideology, color and lighting guides. Building the team to meet all artistic goals. Guidance and management of Character Design, BG, Environment Design, Props, Fx, Vehicle Design, 3D set assets modeling + surfacing, and series /episodic lighting.

WARNER BROS | Art Director

2021-2022

[Mortal Kombat : Snow Blind](#) + [Mortal Kombat : Cage Match](#)

Art Director on multiple large scale dtvs with larger teams and high asset count. Innovating new visual styles based on story themes and leading all artistic teams to create unified vision.

MAGIC HILL STUDIOS | Visual Development

2019-2020

[Hei and the Hidden Dragon](#)

Visual Development Artist on feature film for Chinese market. Concept Development, Set Design, Lighting Keys, Character, Prop, FX Design using 2D and 3D tools.

SPINMASTER | Concept Artist, Visual Development, Industrial Designer

2017-2019

[Paw Patrol](#) + [Rusty Rivets](#) + [Mighty Express](#)

Development Artist on multiple projects including concept, characters and vehicles for latest seasons of Paw Patrol, Mighty Express concept design and character dev on Rusty Rivets.

SONY PICTURES | Visual Development

2014-2016

[Hotel Transylvania 2](#) + [The Star](#)

Visual Development of feature films, set,color and light, character development and props.

MATTEL | Toy and Game Designer

2013- 2015

[Mattel Games](#) + [Mattel Entertainment](#)

Development of licensed toys and games for global markets, working with marketing partners targeting key demographics in creating brand awareness and retailer sell through.

DREAMWORKS SKG | Visual Development Artist

2009-2012

[Rise of the Guardians](#) + [Puss In Boots](#) + [Turbo](#) + [Megamind Video Game](#) + [MvA Mutant Pumpkins From Outer Space {tv}](#)

Responsible for development of visuals at conceptual and production stages of animated feature films. Included concept development, environment, prop, costume, effects, surfacing, and lighting design in a team environment.

LEGO CONCEPT LAB | Concept Artist, Industrial Designer

2008 - 2009

[Innovation Team](#)

Part of the Lego Concept team tasked with developing new growth segments and internal I.P.

CLIENTS INCLUDE

[Hasbro](#), [Thinkwell Group](#), [Moose Toys](#), [Karten Design](#), [Thola Productions](#), [RGH Studios](#)

EDUCATION

ART CENTER COLLEGE OF DESIGN | Industrial + Entertainment Design

2006 - 2009

UNIVERSITY OF SOUTHERN CALIFORNIA | Architecture + Fine Art BA: Design

2002 -2006

SKILLS

Ability to envision and implement innovative and meaningful visuals reinforcing story
Presentation and Leadership | Ability to direct and manage large teams
High technical knowledge of 2D and 3D animation, animation tools and workflows
Use of Production tools Including ShotGrid, Excel, Various Internal Systems

[REFERENCES AVAILABLE UPON REQUEST](#) | [I.A.T.S.E. ANIMATION GUILD MEMBER : LOCAL 839](#)