

# TODD / GIBBS

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## Experience

### Grey Division : Design Firm

#### Design Lead

May 2015 - Current

Lead Designer at Grey Division consultancy. Clients include both Entertainment and Consumer Product Companies.

### Sony Pictures : Hotel Transylvania 2

#### Visual Development

July 2014 - May 2015

Development of style and assets for feature film. Duties include color, texture, costume, graphics and lighting design in a team environment.

### Mattel Inc. ; Mattel Games

#### Game Designer : Senior Industrial Designer

October 2013 - July 2014

Game Designer of traditional and digital app games. Leading creation of concept for digital game for 2015 marketplace. With use of game mechanics, created game experience, goals and user parameters, works like and looks like animations and wireframes to drive functionality and aesthetic.

### RGH Entertainment

#### Visual Development Artist

August 2013 - October 2013

Environment Designer on feature length animated film. Duties included primary concept development, environment, prop, character and color design in a team environment.

### Thola Productions

#### Senior Industrial Designer / Concept Artist

June 2012 - August 2013

Lead designer for attractions and visuals for Downtown Disney in Anaheim, CA and SeaWorld in San Diego, CA. Duties include creation of space concept through 2D sketching, 3D digital and physical models. Final concepts drafted to be constructed by fabricators and installed on-site.

### Karten Design

#### Senior Industrial Designer

January 2013 - April 2013

Created design concepts for high-end product and experience, informed by end user's lifestyle for confidential client.

### Mattel Inc. : Mattel Entertainment

#### Senior Industrial Designer

November 2011 - June 2012

Designer in new Entertainment division creating innovative functions and visuals for original and licensed I. P. Heavy use of 2D sketching as presentation tool to drive brand concepts, create appealing aesthetics and to explain functional components. Led art direction of modeling staff to insure translation of design into digital and physical 3D formats. Art directed engineering department to achieve design translation into mass manufactured product. Completed 12 products from initial concept through manufacturing, currently in stores.

## Thinkwell Group

### Industrial Designer / Concept Artist

October 2011 - January 2012

Brought into early development of unannounced theme park design and brand identity. Concept development of space and function in relation to a specific entertainment brand.

## Dreamworks SKG : Turbo

### Industrial Designer / Visual Development

December 2010 - November 2011

Designer on racing themed feature film. Large amount of concept creation with weekly presentation to Director and Producers. Implemented creative problem solving in shared creation of both film assets and consumer products. Support drafting and sketching to explain functions and construction of designs. Duties included creating vehicle, prop and location designs using both 2D and 3D tools and art directing modeling staff to build film assets.

## Dreamworks SKG : Puss In Boots

### Visual Development

January 2010 - December 2010

Responsible for development of visual components at conceptual and production stages of feature film. Duties included primary concept development, environment, prop, costume, effects, surfacing, lighting and color design in a team environment. Heavy use of explanation drawings, sketches and diagrams to pass initial design aesthetics and functions to subsequent departments to be built, animated, colored, textured and lit.

## Dreamworks SKG : Rise of the Guardians

### Visual Development

October 2009 - January 2010

Feature film environment and prop design at conceptual stage. Created key art and concept design to help team pitch film story concept, explain design aesthetic and differentiate character personalities.

## Dreamworks with THQ : Megamind Video Game

### Visual Development

August 2009 - November 2009

Created the design of several characters and environments for Megamind video game. Implementing the style guide of the film, broadening the megamind world and translating for interactive video game. Released on multi-platform.

## Dreamworks SKG : MvA Mutant Pumpkins From Outer Space {tv}

### Visual Development

March 2009 - August 2009

Designed color, lighting and key props for television holiday special. Duties included digital color and lighting key 2D digital paintings, prop design, and creation of build sheets for modeling and surfacing departments.

## Lego Concept Lab

### Industrial Designer

March 2008 - March 2009

Part of Lego team set to develop new growth segment. Duties included extensive amount of research, team conceptual development, style guide formulation, form development in 2D and 3D, creating animated digital storyboarding as presentation tool, explaining and delineating new functions with sketching and 2D diagrams, working with engineers to fabricate physical working prototypes and the creation of presentation renderings.

## Justin Bua Studios

### Clean-Up Animator

March 2007 - March 2008

Part of a team created to produce a pilot for animated T.V. show for ABC. Duties included story development, shot compositing, clean up and storyboarding with digital tools..

## Freelance

### **Kelly Productions: Tandem**

#### **Production Designer**

**2010**

Jared Hillman and Matt Helfgott Directors : Steven Bernstein Director of Photography  
Head of Art Department as Production designer on live action short. Duties included team leadership, set and prop design, set dressing, and creation of 2D and 3D digital set mockups.

### **The Department of the Fourth Dimension**

#### **Industrial Designer**

**2009**

Matt Checkowski, Director : Wired Magazine Webisode & Box Tops For Education  
Design of lead props for online webisodes. Duties included research, proposal of style and shape language, phase of 2D ideation, final presentation, high quality renderings and creation of accurate build sheets passed off to prop makers.

## Education

**Art Center College Of Design : Pasadena, CA**

**2006 -2009**

Industrial Design - Transportation Design : Entertainment Design

**University of Southern California : Los Angeles, CA**

**2002 -2006**

Architecture and Fine Art BA: Design

## Skills

Presentation and Leadership

Ability to Art Direct and Team Manage

High Level Concept Design

Extended Understanding of Mechanics to Create New Functions and Usability

Concise and Expressive Sketching Abilities, Rapid Visualization: 2D and 3D

Skilled Digital Painter in a Variety of Software: Adobe Creative Suite, Painter

Use of Computer Modeling and Lighting as Aid to Design Process: Maya, Rhino, Zbrush, CAD

Use of 3D Printers, SLA, SLS, CNC and Laser Cutting for Physical Prototyping

### **References Available Upon Request**

I.A.T.S.E. Animation Guild Member : Local 839