

MATT HABER

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2931 Fairmount Ave, La Crescenta, Ca 91214

I have a great passion for animation and have been working in the industry for over 20 years between television, feature films and commercial client work. I thrive in leadership roles & love helping to guide new talent as well as keeping projects on schedule. My personal artistic style is a throwback to vintage animation with a contemporary flair. I aim to express story and emotion through every mark I make.



EXPERIENCE

OddBot Eagle Rock, CA
Development Art Director
Mar 2023 - Ongoing

Freelance Art Director on several development projects. Contributed character designs & vis dev.

DreamWorks TV Glendale, CA
Visual Development Artist
Nov 2021- Mar 2023

"Fright Krewe" Character designs, orthographic turns, mouth charts, expressions, creature design character color in a realistic 2D style.

OddBot Eagle Rock, CA
Assistant Art Director
Mar 2021- Nov 2021

"Naked Mole Rat Gets Dressed" Worked to translate 2D look into 3D. Contributed color scripts.

OddBot Eagle Rock, CA
Art Director
Jan 2020 - Mar 2021

"Action Pack" (NETFLIX) Design team leader, helped establish the look, style and color script. Contributed character designs, reviewed/noted CG.

Splash Entertainment
Woodland Hills, CA
Character Designer
Oct 2018 - Jan 2020

"Rock Dog 2", "Rock Dog 3", "The Soccer/Football Movie" & other development projects. Contributed character designs, orthographic turns, expressions & mouth charts.

Titmouse Los Angeles, CA
Art Director & Lead Character Designer
June 2016 - April 2018

"Goldie & Bear" (Disney Jr.) Season 2 design team leader, reviewed/ noted CG. Contributed character designs, orthographic turns, expressions, environment color & color script.

Milk Barn New York, NY
Art Director & Lead Character Designer
June 2016 - April 2018

"Goldie & Bear"(Disney Jr.) Season 1 design team leader, reviewed/ noted CG. Contributed character designs, orthographic turns, expressions, lighting keys, color script & storybook art.

Hornet Inc. New York, NY
Character Designer & Storyboard
Artist
Oct 2013 - April 2014

Clients: McDonald's Pokemon, McDonald's Monopoly, Starbucks,
Nabisco, Uncle Ben's.

Curious Pictures New York, NY
Character Designer/Color Stylist/
Animator/Visual Development Artist
Jan 2013 - Dec 2013

"Happyish" (SHOWTIME) character designs, Flash animator. "Goldie & Little Bear" (Disney Jr.) painted characters, props, backgrounds & matte paintings. "Amanda's Alligator" (PBS) character designs & orthographics, BG color. "Puppy Papers" (Disney Jr.) character designs.

Kai Kai Kiki Long Island City, NY
Painting Assistant
2007 - 2008

Assisted large scale fine-art paintings for Japanese artist Takashi Murakami.

Fox Animation Los Angeles, CA
Storyboard Revisionist
2004 - 2006

"American Dad" (Fox) Season 1. Assisted story development and character layout.

Carsey Werner Studio City, CA
Storyboard Artist
2003

"Game Over" Prime-time 3D animation series. Assisted story development and character design.

Film Roman Los Angeles, CA
Clean-up Artist
June 2001 - Dec 2001

"Free For All" 2D animation pilot.

Walt Disney Feature Animation
Burbank, CA
Clean-up Inbetweener
Aug 1996 - Sept 2000

"Hercules", "Tarzan", "Mulan", "Fantasia 2000", "Atlantis"
Character clean-up inbetweener for 2D animated films, attended mentor-led training program.

Additional Freelance Work: **Atomic Cartoons** Environment design (2020), **DreamWorks TV** Environment/Vehicle design (2017, 2018), **Charlex** Storyboards (2016, 2018), **Scholastic Publishing** Character designs (2013), **Nathan Love** Storyboards (2012), **IDEO** Illustration (2011) & many more.

EDUCATION

Rhode Island School of Design, RI
1999-2001

Art Center College of Design, CA
Continuing education classes
1998-1999

School of Visual Arts, NY
Continuing education classes
2012

Online continuing education courses:
Schoolism, CG Master Academy

