

Lauren Mattson-Sohre

VisDev & Production Artist

WORK EXPERIENCE

Prop Design - Warner Brothers Animation

September 2023

Prop design for a 2D animation pipeline.

Illustrator & Graphic Designer - Minnesota Zoo

January 2016 - April 2023

Created illustrations, assets, and designed the layout for multiple summer children's exhibit displays. I worked on the maps, promo materials, educational handouts, & more.

VisDev Artist - Warner Brothers Animation

March - May 2021

Character visual development for WBA's Wings of Fire series.

Character Designer - Spectrum Studios

December 2021 - Present

Various character designs for a wide range of projects.

Design Coordinator - WBA/DreamWorks TVA

March 2020 - Present

Project management on multiple Warner Brothers and DreamWorks properties assisting the design pipeline both in pre-production and post.

RELATED EXPERIENCE

Character & Story Artist - Nickelodeon Animation

September 2020 - February 2023

Designed characters and illustrated story beats for several children's tv series pitch decks for Nickelodeon.

VisDev Artist - Sky Cowboys

September 2019 - Present

Character, creature, and environment design for an original IP.

Story & Comic Artist - Barn Yarns

2015 - Present

I like to keep track of barn life in the form of sweet, quirky comics centered around my life-long experience with horses.

SKILLS

Prop Design

Character Design

Graphic Design

Adobe Products

Mac & Windows OS

Blender

ShotGrid/Flow

Access to professional artist setup

EDUCATION

University of Northwestern - St. Paul

Class of Fall 2015

BA in Fine Art

Minor in Animation

REFERENCES

Available upon request

