MARK FEARING

Art Director & Illustrator

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DESIGN EXPERIENCE

FEARING CREATIVE, 2008 – Present
Owner, Creative Director
Founder of creative studio that provides art direction, writing, illustration, design, and storytelling across multiple platforms. Experience working with global and local clients. Recent projects include:

Walt Disney Television Animation
"The Wild Family," Creative Director and Writer, 2020 – 2023
Created, pitched and successfully optioned original animated TV show into development. Developed bible, revised characters with development executives, created series arc and wrote pilot

White Bear Lake Records, Freelance Designer, 2022 – 2023
Provided logo design, online media, and social media animation

Election: The Trivia Game, Creative Director, 2019 – 2020
Developed 300+ individual illustrations, UI/UX design, and game design for iOS trivia game. Successfully launched the game in 5 months

Avia Health, Senior Designer, 2017 – 2018
Oversaw creation of 20+ sales sheets and website revisions featuring new brand identity. Revised and created original illustrated elements for use across all marketing and social media platforms.

Pure Imagination, Senior Designer, 2017
Create logos and brand identities for a half dozen toys. Develop wireframes, for lifestyle products; iOS and Android. Create look and feel of several touch-based original hardware games.

Dreamworks Animation, Creative Director, 2014 – 2015
Created original animated series Book Reports for Dreamworks' YouTube channel (300K views). Wrote scripts, character designs, storyboards/animatics, cast voice actors, and oversaw final mix

SKILLS

Art direction
Creative direction
Graphic design
Illustration
Animation

SOFTWARE

Adobe Creative Suite
AdobeXd
Microsoft Office
Figma
Sketch
Mac
Windows
UNIX
Drupal
WordPress
WIX
Squarespace

EDUCATION

UCLA SCHOOL OF THEATER, FILM & TELEVISION
MFA in Animation
Finished first year before being hired at Walt Disney Television Animation in 2003

UNIVERSITY OF WISCONSIN-MADISON
BFA, Graphic Design
1992
Studied Art History, Communications, and Comparative Literature

TEACHING EXPERIENCE

STANFORD UNIVERSITY, Stanford, CA
Creative Writing Department, Continuing Education Instructor, 2021 – Present
"Visual Storytelling: An Exploration of Graphic Novels"

- Created live, online 8-week course for Stanford's award winning continuing education program
- Developed curriculum to meet Stanford's world class teaching expectations, for students ages 18-90
- Explore all aspects of the graphic novel, including history of visual storytelling and cultural traditions
- Educate on the market for graphic novels, query process, editing, and submitting as an illustrator
- Lead students to develop story idea into a manuscript mock-up (and longer term projects)

PUBLISHED WORKS

Author and Illustrator of 27 award-winning picture books and graphic novels
Represented by Sean McCarthy (literary) and Paul Weitzman at Culture Creative (TV and animation)

Author and Illustrator:

- *Welcome to Feral*, Holiday House, 2022 – Junior Library Guild Gold Standard Selection
- *Castle Gesundheit*, Candlewick Press, 2021 – Oregon Spirit Book Award
- *Giant Pants*, Candlewick Press, 2017 – Oregon Spirit Book Award
- *Dilly Dally Daisy*, Dial Books, 2015
- *The Great Thanksgiving Escape*, Candlewick Press, 2014
- *Earthling!*, Chronicle Books, 2012

Illustrator:

- *Middle School Bites*, 4-Book Series, Holiday House, 2022
- *Glory on Ice*, Knopf Books, 2020
- *The Frightful Ride of Michael McMichael*, Candlewick Press, 2018
- *Eleanor Roosevelt's In My Garage*, Schwartz & Wade, 2018
- *Great, Now We've Got Barbarians*, Candlewick Press, 2017

FEATURED SPEAKER

Comic-Con 2023 San Diego
Children's Book Council Graphic Novel Committee
Featured Panelist, "Interactive and In-Person Events." September 2022

Guest Speaker and Illustrator, 2010 – Present
Visited 10+ schools around the country (New Jersey, North Carolina, Texas, California, Washington) to speak about writing and illustrating. Taught classes to grades 3-12 and mentored high school students in the arts.

EARLY DESIGN CAREER

Transamerica, Senior Designer for financial services firm, 2006 – 2012
Smashing Ideas, Senior Designer, Microsoft Hardware / XBox account, 2006
Walt Disney Television Animation, Production Associate, 2004 – 2005
Sony Pictures, Art Director & Art Department Manager, 1997 – 2000