Gabrielle Dolbey

—

ART DIRECTOR, CREATIVE
DIRECTOR, DESIGNER

Details

443-614-4034

gcdolbey@gmail.com

Skills

Leadership and Management

Design

Development

Profile

Driven by a love for animation, I've built my career designing, directing, and developing stories that come to life through collaboration. I'm always excited to shape something extraordinary alongside a talented team!

Employment History

Art Director - The Loud House, Nickelodeon Animation, Burbank, CA

JUN 2022 — PRESENT

Directed a 17-person design team and collaborated with leadership across every stage of production, from writing through post, to maintain and elevate the show's Emmy-winning quality, and cohesive creative vision.

Art Director - Development, Nickelodeon Animation, Burbank, CA

FEB 2024 — FEB 2025

Collaborated closely with the EP and development team to create a world and visual direction that defined the look for a new series.

Creative Director / Creator, Nickelodeon Animation, Burbank, CA

NOV 2019 — AUG 2023

Intergalactic Shorts Program and Development - "Mac and Minnow"

Worked alongside the development team through every possible part of the pipeline to create my pitch pilot that was later moved into series development.

Color Supervisor, Nickelodeon Animation, Burbank, CA

DEC 2019 — JUN 2022

Oversaw the color department alongside the art director, creating color scripts, giving notes, and finalizing episodes for shipping.

Background Painter, Nickelodeon Animation, Burbank, CA

JAN 2019 — DEC 2019

Painted backgrounds while working alongside a team to have a cohesive episode completed each week.

Production Assistant, Nickelodeon Animation, Burbank, CA

OCT 2017 — JAN 2019

Supported and assisted the production, gaining experience in show pipeline management while keeping the entire crew organized and informed.

Education

BFA, Savannah College of Art and Design, Savannah, GA

SEP 2013 — JUN 2017

BFA in Animation, Minor in Storyboarding