

BRIAN OSTROFF

Art Director + Creative Lead + Creative Manager

EXPERIENCE

Present
July 2024

Senior Designer

Mattel. Global Design Team, Action Figures: Toy Story / KPop Demon Hunters / Jurassic World / Imaginext / Mattel Creations
El Segundo, CA

- Creative lead for brand and packaging design across Disney/Pixar's Toy Story and Netflix's KPop Demon Hunters, directing brand identity, line look, and art direction from concept through global production.
- Direct design and illustration teams at Mattel of Asia (MOA), spanning 10 designers across 3 studios, setting the creative standard and reviewing output through final production. Art direct figure posing for package insets and ecommerce assets.
- Art direct lifestyle photoshoots and demo video production with Mattel's in-house photo and video teams, delivering ecommerce and marketing assets across multiple brands.
- Collaborated directly with artist James Jean on package layout and structure for the Masters of the Universe x James Jean 2-Packs (Mattel Creations, 2026), developing mirrored window boxes engineered to combine into a single composition across the pair. Art directed the application of his original illustrations across outer boxes and sleeve linings.
- Built and rolled out the design group's AI concepting workflow and trained the packaging design team on Vizcom, Leonardo, and enterprise LLM tools. The process is now standard practice for ideation, mood development, and illustration direction ahead of final production.
- Designed Mattel's San Diego Comic-Con Jurassic World packaging, sold out two years running (2025 and 2026). The 2025 "Convention Crasher" release became the fastest-selling SDCC SKU in Mattel history and earned a 2025 TAGIE Award nomination for packaging innovation.
- Developed the ground-up line look for Toy Story Galactic Rescue and Jurassic World Dino Reveal, scaling each into full style guides covering typography, color, illustration direction, and packaging principles deployed across global markets. Contributed to the line looks for Jurassic World Rebirth and Survival.
- Partner with licensor brand, creative, and marketing teams at Netflix, Disney/Pixar, and Universal Studios Creative. Present and defend creative vision weekly to licensors and bi-weekly to senior leadership and the SVP of Action Figures.

Jan 2024
June 2020

Graphic Designer

Activision, High Moon Studios
Remote

- Designed immersive in-game environments for five of the world's highest-grossing Call of Duty Premium releases and multiple Warzone maps, covering brand logos, signage, wayfinding, title screens, icons, and environmental graphics, grounded in visual and cultural research across global locations while embedded in the concept art team.
- Re-built High Moon Studios' internal and external brand presence through creative strategy, identity, and print production oversight across a full merchandise line and studio environment. Increased brand engagement 20% through social design and copywriting.
- Built the template and designed the monthly all-hands presentations for a 275-person studio, laying out video, imagery, and copy submitted by each executive presenter into a consistent format.
- Partnered with Legal to ensure copyright compliance across design elements and brand naming.

June 2019
Jan 2019

Graphic Designer

ShineLA - Designmatters Fellowship, ArtCenter College of Design (inaugural cohort, 3 selected)
Pasadena, CA

- Designed the brand and digital ecosystem for ShineLA, a Cedars-Sinai public health initiative and one of the largest population-based physical activity studies in the world, targeting a 10% activity increase across Los Angeles ahead of the 2028 Olympics with a focus on low-income families and communities of color.
- Delivered a multi-channel system spanning identity, a culturally tailored mobile application, wearable devices, environmental play spaces, a community zine, and print collateral, against briefs from Cedars-Sinai Health Equity, LA Recreation and Parks, Garmin, and Discovery Cube. Recognized in the 2020 Core77 Design Awards for Design for Social Impact.

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EXPERIENCE

July 2019
Aug 2003

Department Chair & Program Director

Los Angeles Unified, Los Angeles CA · Vistamar School, El Segundo CA ·

High Tech High: Bayshore, Redwood City CA · Quarrendon Upper School, Aylesbury England

- Built three creative programs from zero across public, private, and charter institutions with full curriculum, creative direction, and multi-year budget ownership spanning graphic design, film, photography, motion design, and ceramics.
- Chaired an academic department and built the teacher evaluation framework used for performance review and accreditation compliance.
- Trained and upskilled faculty in design methodology, computer-aided design, web development, digital publishing, book design, and professional print and camera systems.
- Served as an itinerant arts specialist across seven Title I schools in Los Angeles Unified, restructuring art programs and rebuilding supply infrastructure to keep each program sustainable after handoff.
- Recruited internationally to a turnaround team rebuilding a school in special measures. Directed creative and cultural programming for 950 students weekly and managed alignment across families, administrators, and senior leadership.

EDUCATION

Master of Fine Arts in Graphic Design, with Distinction

ArtCenter College of Design

Pasadena, CA · 2020

Bachelor of Fine Arts in Art Education, Art History, Studio Art

The School of the Art Institute of Chicago

Chicago, IL

SKILLS

Leadership: Creative direction, team leadership and mentorship, global production management, faculty and staff training, budget ownership, stakeholder and licensor alignment, cross-functional program management

Craft: Art direction, creative strategy, brand development, typography, print production

Design & Production: Illustrator, Photoshop, InDesign, After Effects, Premiere Pro, Acrobat, Bridge, Media Encoder, Dimension, Figma, FontLab, Glyphs, PowerPoint, Keynote

AI & Emerging Tools: Vizcom, Leonardo, Ideogram, Gemini, ChatGPT, Claude

Fine Art: Drawing, illustration, painting, ceramics, collage, digital photography, woodworking