



# JOEY MATSUMOTO

CONCEPT ARTIST / EXPERIENCE DESIGNER

## CONTACT

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## EDUCATION

2022-2026

ARTCENTER COLLEGE OF DESIGN

- Bachelor of Science
- Entertainment Design-concept
- Minor in Creative Writing

## SKILLS

- Adobe Sets
- Blender
- Marvelous Designer
  
- Visual Development
- Narrative Design
- Fabrication
- Costume & Set Design
- Coordination & Management

## LANGUAGES

- English (Fluent)
- Japanese (Fluent)
- Mandarin Chinese (Fluent)
- German (Basics)
- Korean (Basics)

## PROFILE

Concept Artist and Experience Designer specializing in world building, narrative design, costume and prop design. Experienced in developing visual concepts while collaborating across different disciplines, from early research and narrative development to production and implementation. Skilled at translating cultural research and narrative ideas into visual and spatial experiences.

## WORK EXPERIENCE

### Warped Worlds

September 2025 -Current

Concept Artist/ Experience Designer/ Merch Designer

- Developed visual assets and concept designs for immersive experiences.
- Collaborated and coordinated with designers, developers, and producers to support the development pipeline, include marketing research and merch design.
- Participated in fabrication, prop making and location set up.

### Deutsche Oper "LASH"

May-July 2025

Set & Costume Assistant Internship

- Assisted in the design, construction, and aftercare process of costumes and stage props for the new production LASH.
- Produced sketches, reference boards, and visual documentation to support the director and design team.
- Coordinated with workshop teams and production staff during the build and preparation phases.
- **Show premiered in German Opera House Berlin, June 20th 2025.**

### Desktop Exorcism-Game Jam

April-July 2024

Designer, Artist, Project Manager

- Developed the world setting, map design, and character concepts for the project.
- Coordinated with programmers and artists to integrate visual assets into the game.
- **Awarded for "Best Visuals" in BitSummit GameJam 2024.**

### The Playroom-Live Escape Room

January-April 2024

Game Designer, Writer, Concept Artist

- Designed, managed, and built a live immersive experience from concept to execution.
- Produced script, puzzle designs, and visual assets that were used in the experience.
- Participated in scenic painting, fabrication and coordinated with installation and on-site testing of the experience.
- **Game showcased and played in ArtCenter ENTX show.**