



ROBINSON WOOD

Visual Designer

(408) 841 6125
Portland, OR Metro Area
robinsoncharleswood@gmail.com
robinsonwood.net

Experience

Sony Pictures Animation

Design Lead

Jan 2024 – Jul 2024

- Trained, mentored, and led a team of designers
- Planned, researched and assigned upcoming design tasks
- Upheld a high standard of consistency and quality despite rigorous time and budget constraints
- Worked with project managers to prioritize tasks and allocate resources effectively

Nickelodeon

3D Environment Designer

Mar 2023 – Jan 2024

- Developed expansive 3D environments to support the story
- Delivered fun, yet detailed and production-ready designs

DreamWorks Animation

Design Supervisor

Sep 2022 – May 2023

- Led the design team and external partner, Boxel Studio to execute against our creative vision
- Designed core elements of the visual language for an original IP (*Fright Krewe TV Series*) in alignment with the Art Director and Executive Producers
- Developed a powerful 2D + 3D hybrid workflow that resulted in richer worldbuilding and more immersive environments

Visual Development Artist

Jun 2018 – Sep 2022

- Generated a plethora of concepts for environment, prop, and character designs, consistent with each project's unique style and tone
- Prepared designs for modeling, staging and texturing

Skills

Graphic Design
Animation
Entertainment Design
Key Art
Storyboarding
3D Modeling

Education

San Jose State University
B.F.A. *cum laude*, Art
(Animation / Illustration)

Tools

Adobe Illustrator
Adobe InDesign
Adobe Photoshop
Adobe Premiere
Adobe After Effects
Blender 3D
Autodesk Maya
ZBrush
Flux / ShotGrid
Microsoft 365
WordPress

Experience (*continued*)

Facebook Building 8

Art Director, Augmented Reality

Nov 2017 – Jun 2018

- Led in-house designers and external partner, Mirada Studios in developing product concepts and use cases for AR hardware
- Planned and directed photo shoots, guiding actors, photographers, assistants, and concept artists to achieve a high-quality, impactful final design
- Built decks and pitched concepts, storyboards, and product use cases to stakeholders and leadership

Google

Google Doodler

Jun 2015 – Jun 2016

- Collaborated with an international team to create design solutions for a diverse range of nuanced topics
- Designed a dynamic, flexible, efficient illustration system for the 2015 *Copa América* Doodle series, accounting for all possible outcomes of the tournament
- Contributed to UI/UX for interactive Doodle experiences like *Clara Rockmore's 105th Birthday*

Production Art Assistant

Jan 2014 – Jun 2015

- Designed movie posters, presentations, mailers, and event marketing material
- Edited video and photo marketing content
- Wrote, storyboarded, and designed content for an internal VR design tool

Animation Assistant

Jan 2014 – Jun 2015

- Designed concept art for marketing campaign presentations
- Created masks/alphas for compositing