

Robinson Wood



Sony Pictures Animation - Jan 2024 - Jul 2024

Lead Background Artist

Nickelodeon - Mar 2023 - Jan 2024

Freelance Background Designer

DreamWorks Animation - Jun 2018 - Present

Design Supervisor / Visual Development Artist

Facebook Building 8 - Nov 2017 - 2018

Contract Art Director: Developed concepts and content for a new augmented reality platform.

DreamWorks Animation - Jun 2016 - Dec 2017

Visual Development Artist

Google Doodles - Jun 2015 - Jun 2016

Doodle Artist

Google Spotlight Stories - Aug 2014 - Jun 2015

Production Art Assistant

Glen Keane Productions Jan 2014 - Aug 2014

Animation Assistant

San Jose State University 2010 - 2015

BFA Animation/Illustration

About Me

Hi, I'm Robinson! I'm a concept artist and art director with 10 years of experience in the entertainment industry, including film, television, mobile games/experiences, augmented reality (AR), and virtual reality (VR).

I specialize in dreaming up environments, props, and characters that perfectly align with and expand your story's emotional impact.

I've found success by adapting to the needs of my team, and tackling whatever is thrown my way, from the humblest texture callout to the mightiest matte painting.

I'm people-oriented: I love the collaboration process, and I believe in getting results through a coordinated team effort. I'm excited to share my experience and expertise with my next team — and even more excited to learn from them!

Thanks so much for your consideration!