

Robinson Wood



DreamWorks Animation - Jun 2018 - Present
Visual Development Artist

Facebook Building 8 - Nov 2017 - 2018
Contract Art Director: Developed concepts and content for a new augmented reality platform alongside a team of innovative interdisciplinary thinkers.

DreamWorks Animation - Jun 2016 - Dec 2017
Visual Development Artist: Boss Baby TV
Entry-level Vis Dev Artist: The Boss Baby (feature)

Google Doodles - Jun 2015 - Jun 2016
Doodle Artist: Responsible for pitching, sketching, designing, and otherwise crafting doodles for the Google homepage.

Google Spotlight Stories - Aug 2014 - Jun 2015
Production Art Assistant: Production work, concept art, 3D modeling, texture painting

Glen Keane Productions Jan 2014 - Aug 2014
Animation Assistant: Created masks/alphas for compositing, created concept art for marketing campaign presentation.

San Jose State University 2010 - 2015
BFA Animation/Illustration

About Me

I'm a visual storyteller and communicator, and proven creative problem-solver.

I love drawing, painting, and design. Serving a narrative is my highest calling. And using light and color to convey an emotion or communicate an idea is a lifelong passion.

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!