

Robinson Wood



Facebook Building 8 - Nov 2017 - Present

Contract Art Director: Developing 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: General helpfulness + designed posters and created concept art, 3D models and texture paintings for an internal demo project.

Glen Keane Productions Jan 2014 - Aug 2014

Animation Assistant: Used After Effects to isolate characters and props from hand-drawn animation backgrounds.

San Jose State University 2010 - 2015

BFA Animation/Illustration

About Me

I'm a visual storyteller and communicator, a proven creative problem-solver, and an art style chameleon.

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.

As an artistic generalist, 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!