



Casey Robin

Experience

Illustrator with expertise in story, character design and VisDev. Adept at a variety of styles in both physical and digital media.

References

Stacey Adams (914)715-7219

Harry Moore (407)970-4792

Tony Bancroft (818)679-5300

Tina Price (818)667-3224

Awards

Featured in several art publications, including *Character Design References*, *Creative Trek*, and *Print*.

Original storyboards featured in *Ideas for the Animated Short: 2nd Edition*.

Next Talent Awards: Best Visual Development, for excellence in character and concept design

The Criterion Award: AICASAC Student Film Showcase for achievement in animated filmmaking

- **Character artist for Disney Publishing Worldwide**

Responsible for digitally painting final character art, including light, shadow, colored line, and finishing details. Created new color models as needed. Working under the direction of the Storybook Art Director, maintained tight turnaround time with meticulous detail.

- **Character designer for Piper's Pony Tales (Breyer Horses/Epic Story)**

Preschool multimedia IP including animated series and toy line.

Refined character designs, refreshed established style and designed new characters to match existing lineup.

- **Character artist for MindUP (Goldie Hawn Foundation)**

Animated curriculum designed to teach children the functions of the brain and how to practice mindfulness.

Established art style and designed characters from the ground up. Took notes and revised characters accordingly. Helped create pitch art that secured funding for a pilot episode.

- **Illustrator, PAW Patrol storybooks**

"The Pups Save Christmas Big Golden Book", "Pup, Pup, and Away!", and "Rubble's Big Wish"

Created tight character pencil art from pre-existing roughs. Ensured that all characters were on model in *PAW Patrol's* established style.

- **Illustrator, Bubble Guppies storybook**

"Bug Parade!"

Created tight character pencil art from pre-existing roughs. Ensured that all characters were on model in *Bubble Guppies'* established style. Also created line art for props and scenic elements.

- **Illustrator, Indeed (via Laetro)**

Created digital illustrations with extremely fast turnaround times in a variety of styles, focusing on diversity and inclusivity. With a small team of artists, created an original style guide for Indeed's web illustrations.

- **Associate Story Artist (Disney Animation Talent Development Program)**

Mentored in VisDev by Bill Schwab, and in Story by Michael Labash. Conceived, storyboarded, and co-directed original 2D/3D short, *Chalk*. Collaborated with a variety of departments to make the film.

- **Instructor (The Walt Disney Family Museum)**

"Retro Glam", "Never Grow Up"

Created and led guided workshops on animation art and design.