



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

CONTACT

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REFERENCES

Jericca Cleland 778 862 0642
Tony Bancroft 818 679 5300
Rachel Pace 718 702 2812
Harry Moore 407 970 4792

RECOGNITION

- Gallery shows: CTN Gallery, Qpop, PopSecret
- Designer for 2022 and 2023 Kidscreen award-nominated Noggin series *On The Job*
- Featured in several art publications, including **CanvasRebel, Character Design References, Creative Trek, and Print.**
- Original storyboards featured in **Ideas for the Animated Short: 2nd Edition**
- NextTalentAwards: **Best Visual Development** for excellence in character and concept design

Casey Robin

SELECTED EXPERIENCE

Art Director, Character Designer (Wildermage Games Inc)

Developed and maintained signature art style for the game, providing feedback and drawovers to animators and production artists, as well as responsible for digitally painting final character art.

Vis Dev, Storyboard Artist (Gold, animated short for Blender)

Created concept art for characters and FX. Responsible for digitally painting final character art, including light, shadow, colored line, and finishing details. Worked closely with the director to translate the script into story sketches.

Vis Dev (Unannounced animated feature, Oridian Entertainment)

Created concept art for characters, props, and FX. Responsible for beat illustrations, color callouts, and pose sheets.

Illustrator (Ravensburger / Disney Lorcana TCG)

Responsible for digitally painting character art from rough sketch to final rendering.

Character Artist (Disney Publishing Worldwide)

Responsible for digitally painting final character art, including light, shadow, colored line, and finishing details. Created new color models as needed.

Designer (Noggin by Nick Jr)

Responsible for character, BG, and prop design for Noggin's Kidscreen award-nominated series *On The Job*.

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.

Toy Designer (Instapoodles, Purro, Breyer Horses' Piper's Pony Tales)

Created character sketches, costume and color design. Consulted on play design, packaging and promotional materials. Joined company on in-person pitch to high-level buyers.

Instructor (The Walt Disney Family Museum)

"Retro Glam", "Never Grow Up"

Created and led guided workshops on animation art and design.

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* (view at: vimeo.com/26942863).