

Robin C. Turner

Visual Story & Concept Development Artist

Robturnercontact@gmail.com

Contact

- www.robinturner.com
- www.linkedin.com/in/robinturnerart
- Robturnercontact@gmail.com

Skills

- Digital illustration
- Storyboarding
- Storytelling & concept development
- Rough animation
- Character design
- Story and concept illustration
- Story artist
- Writing
- Background layouts
- Prop design

Software

- Adobe Photoshop
- Adobe Illustrator
- Storyboard Pro
- ToonBoom Harmony
- Procreate
- Autodesk Sketchbook
- Adobe After Effects
- Adobe Premiere Pro

Education

Savannah College of Art and Design (2022-2025)

B.F.A in Animation: Storytelling and Concept Development

Life Drawing, Foundations of Story, and all Story/Concept focused classes

Dean's List of Honors: Fall'22, Winter'23, Spring'23, Fall'23, Winter'24, Spring'24

Bellevue Community College (2021-2022) Drawing for Animation, DSGN: Color

Awards & Achievements

Scholarship Awards from Portfolio (2022)

- SCAD Achievement Hnr Sch
- SCAD Achievement Sch Camp
- SCAD Academic Hnrs Sch
- SCAD Acadedemic Hnrs Sch On Campus

Certificate of Special Congressional

Recognition - California's 52nd Congressional District's 2019 Congressional Art Competition

Professional Experience

Online Freelance Artist (2018-PRESENT)

- Utilizing Instagram, Twitter, Patreon, & Etsy to promote commission prices and services.
- Creating a variety of digital cartoon illustrations, album covers, character designs, & more.

YouTube Content Creator (2013-2020)

- Monetized personal channel with videos focusing on character-driven stories for teens.
- Gained 34 thousand subscribers & 44 million total views.

Bellevue College Course Navigator (FEB-MAR 2022)

- Selected by the class professor to assist her & students with navigating the STEM course.
- Took notes, moderated meetings, offered help to students, checked assignments ahead of time, etc.

Animated Short Film Projects September 2023 - Present, SCAD

"The Mortal in God's Veins" Personal Short Film (NOV 2024-PRES)

Director, Story Artist, Rough Animator, Character Designer, Script Writer, Background Artist
Independently responsible for the entirety of preproduction materials alone; gathered a team of animators & began production. Anticipated completion: Spring 2025.

"Who Will You See When the World Ends?" by Doreen Yuan (NOV 2024)

Production Manager, Storyboard Revisionist, Story Artist
Responsible for leading the film from scrapping; managed preproduction, upgraded story direction through clearer & more interesting boards, enhanced visual tone via color script, & handled the majority of character layouts. Anticipated completion: Spring 2025.

"Grocery Isles" by Gab Talan (APR-JUN 2024)

Art Lead
Responsible for storyboard takes & revisions, background layouts, graphic designs for the 3D rendered environments, & the color script. Film completed June 2024.

Storyboarding

- Storyboard artist & revisionist on "The Girl and the Egg" by Alex Diaz.
- Storyboards for "Rat King" (2024) by Aarti Damani.

Layout Artist

- Character layouts for "House of Ghoul" (2025) by Isabella Leijah.
- Character layouts for "TV Boy" (2025) by Kei Kelly & Amber Guo.

Character Designer

- Two high school background characters for "Glass Feet" (2025) by Clayna Oviedo.
- Main character for "Dance at the End" (2025) by Quan "Sky" Bui.

Prop Designer

- Mounted jackalope bust for "Don't Eat That!" (2025) by Kory Griggs.
- Gravestones for "The Cold Sun" (2024) by Yang Meiqianzi.
- Potted plants for "Goodbye, My Love!" (2024) by Aileen Meiling Liu.
- Book, crayons, birth certificate, picnic blanket for "The Girl and the Egg" by Alex Diaz.

Color Scripter

- Script with storybook aesthetic for "The Girl and the Egg" by Alex Diaz.

Miscellaneous Experience

"Lehcar Charine" Book Trilogy Author (2020-PRESENT)

- Independently developing the first entry to a series of fantasy books.
- An amnesia-ridden young woman who wakes up in an alternate universe where concepts of "good" and "bad" are reversed, leaving her to adapt and reinvent her own identity in a confusing world.

Plushmaking Project (2020-2021)

- Created posable plush doll from scratch using faux fur, airbrushed acrylic paint, wire, polymer clay, epoxy, & polyesterbatting.