Robin C. Turner
Visual Story & Concept Development Artist

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Contact

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Skills

- Digital illustration
- Storyboarding
- Rough animation
- Character design
- Vis/con development
- Story artist
- Writing
- Background layouts
- Prop design

Software

- Adobe Photoshop
- Toon Boom Storyboard Pro
- Toon Boom Harmony
- Procreate
- Autodesk Sketchbook
- Adobe After Effects
- Adobe Premiere Pro
- Adobe Suite
- Wacom Cintiq Drawing Tablets

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, Fall'24, Winter'25

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.*
- *Developed a stronger ability to communicate with peers, organize materials, and follow leadership.*

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 saving 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, Storyboard Revisionist
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 Triology 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 reinvdent 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.*