

# Curriculum Vitae

## DETAILS

Sam Robinson  
Holy Trinity Vicarage, 3 Bletchley Street,  
Hoxton, London, N1 7QG  
07835 226 765  
[sam@roboroto.com](mailto:sam@roboroto.com)  
<http://www.roboroto.com>

## EDUCATION

09/2003 - 06/2006  
CENTRAL SAINT MARTIN's, UNIVERSITY OF THE ARTS, LONDON  
BA (Hons) Graphic Design Degree (2.2).  
09/2002 - 06/2003  
CITY COLLEGE , BRIGHTON  
BTEC Art Foundation Diploma MERIT.  
09/2000 - 06/2002  
HAYWARDS HEATH COLLEGE, WEST SUSSEX  
A Levels: Art, 3d Design.  
AS Level: English Lit.

## DESIGN SKILLS

Using computers and being actively imaginative from a young age has encouraged me to experiment and push applications creatively to always meet the desired outcome regardless of the format or nature of the work. Specializing in 3d animation and graphic design has taught me the importance of fusing visual aesthetics with understandable and direct communication.

My aim is to enable the audience to experience the purpose and motivation behind the original concept. I have experience in the various stages of production, from creating the initial concept through idea development and pre-visualization, to filming, 3d modeling, texturing and animation. I am very adept at post production methods and am fluent in editing and compositing. I also work well in a team and am able to meet a deadline.

I am very eager to learn new creative processes whilst furthering my current skill set and expanding my abilities. I am quick to learn and relish the challenge of constantly seeing to improve and streamline ideas for the benefit of the client and audience.

## SOFTWARE SKILLS

Adobe Photoshop, InDesign, Illustrator, After Effects, Go Live, Premiere and Corel Painter.  
Final Cut Pro, Soundtrack Pro, Shake, DVD Studio Pro.  
3d Studio Max, Maya, Lightwave 3d, Worldcraft / Valve Hammer.

## Brief Details of Experience

July 2008 – March 2009  
THE MILL, LONDON  
DESIGN / EDIT ASSISTANT

I joined the Production department of The Mill as Design / Edit Assistant to the Executive Producer thanks to my previous experience and varied skills in graphic and motion graphic design, editing and DVD formatting.

Whilst working in this role, I was relied upon to carry out a multitude of tasks including creating bespoke pitch documents for high profile jobs and redesigning several marketing documents such as 'The Mill Group Credentials,' a document that details the background, history and services of The Mill Group. I've also been responsible for editing together motion graphic web banners for the marketing department as well as research, written contributions, illustration and formatting of The Mill Production Bible.

Other tasks included redesigning the runner t-shirts, collecting image reference and anatomical information for design and animation purposes, location scouting, designing portfolios for Mill TV & Film and invites for various internal events. I have also contributed my photographic skills for many occasions, such as The Mill Creative Showcase, The Mill Hallowe'en Contest, and The Mill Children's Christmas Party. I also was solely responsible for organizing and carry out casting sessions for an Audi commercial.

I was also given the opportunity on various occasions to put forward ideas for script and presentation during the pitching process.

In my free time, I also contributed my Photoshop skills to the Art Department by helping them with Digital Matte Painting.

November 2007 – July 2008  
THE MILL, LONDON  
RUNNER/DESPATCH RUNNER

I joined The Mill as a runner with the aim of proving myself to be a valuable asset to this highly regarded and successful business. My tasks as a runner involved providing excellent service to clients using the Smoke, Spirit of Flame suites. I was promoted after a short time to despatch runner where my current responsibility is to maintain the film negative library, to make sure the Spirit operators and assistants have the appropriate film when required, and to keep producers notified of the whereabouts of film.

I also devoted my free time to learning Maya in the 3d department at The Mill.

June 2006 – August 2007  
SLIPMODE, GREAT WESTERN STUDIOS  
ASSISTANT DESIGNER

I initially came to Slipmode, a motion graphics studio in west London, as an intern for the summer of 2006 following my graduation. I proved to be a valuable asset to the team and became assistant designer. I assisted the art directors on various projects whilst taking responsibility for clients of my own and being solely responsible for project delivery.

Specific Assignments [prior to working at The Mill] :

October 2007 – Present  
UNKNOWN WORLDS

Environmental design for Natural Selection 2, an online multiplayer game set in a science fictional world of aliens and space conquest, currently in development for PC. My responsibility is to create environments using the current alpha release of the game's 2d and 3d content as part of texture and geometry testing.

June 2008  
GREAT WESTERN STUDIOS, WEST LONDON

Photography and colour grading assignment to document the studio's summer open day, which was also followed by a charity event and dog show.

May 2008  
AMOC

Stills Photography work on the set of 'Amoc,' a feature film currently in production, directed by Erim Metto and Robbi Stevens.

April 2008  
THE MILL – SAMA LOTUS

Photoshop assignment to colour grade, composite, enhance and arrange a storyboard presentation for Sama Lotus, a large construction project for a new city in Vietnam.

October 2007 – March 2008  
MONOCLE MAGAZINE

I was responsible for all motion graphic design and editing for three short films about UKTI, focusing on their most exciting and growing international business hubs, Bulgaria, China and Brazil.

December 2007  
GREAT WESTERN STUDIOS, WEST LONDON

Photography job to document one of the last 'open days' at Great Western Studios, a long standing creative home to many well known and successful artists, which is scheduled to be demolished in 2009.

September 2007  
SPECIAL TEN MAGAZINE

I was solely responsible for editing together a seventeen minute interview with director and screenplay writer Harmony Korine, in which he discusses his new film 'Mister Lonely.'

July 2007  
SPECIAL TEN MAGAZINE

I was relied upon to edit and post produce a twenty minute program of interviews with key artists and curator of the Venice Biennale 2007, which this year celebrated Ukrainian culture.

March - June 2007  
GREAT WESTERN STUDIOS, WEST LONDON

Multiple photographic assignments, documenting events at Great Western Studios together with the photography for the official website.

March 2007  
ARIZONA OFFICE OF TOURISM

A five minute presentation for the book 'PHX : 21st Century City,' that highlights the architectural achievements of Phoenix, Arizona. This was screened at the Serpentine Gallery.

CONTINUED

February 2007  
THESCREEN.BIZ

Creating a three minute film trailer for TheScreen.biz, an internet website that supports British independent film makers. The trailer focused on the company's season of current political films.

January 2007  
MONOCLE MAGAZINE

An interview with Lego chief Jørgen Vig Knudstorp, by Tyler Brûlé for Monocle magazine. I was responsible for editing various segments of the interview and creating the introduction and credit sequences.

September 2006  
LEXUS GS450 HYBRID

An internet film for Lexus Hybrid Synergy Drive. I shot additional photography during a two day shoot and was heavily involved with many areas of post production including editing and compositing.

March - June 2006  
MTV CHANNEL IDENT

A 3d animated channel ident for Music Television. I had to think of a concept, develop the idea and create a 30 second ident that would appeal to MTV's target audience. I was solely responsible for modeling, texturing, rendering, compositing, editing and sound design.

March 2005  
BLOOMBERG ANIMATION

A 3d animation designed for and used in the lobby area of Bloomberg, Finsbury Square, London. I worked in a team to create a concept and was responsible for all 3d modelling and animation.

1995 - Present  
ENVIRONMENTAL LEVEL DESIGN

I have worked with the following game engines during the last twelve years :  
Build (Duke Nukem 3d), Worldcraft (Quake, Quake 2, Half-life), Outlawed (Outlaws). I was also hosted by Planet Half-Life in 2000 for my active contribution to the online community and am currently involved in environmental design and play testing for Unknown Worlds.

Additional documentation on these projects can be viewed at my online portfolio :  
<http://www.roboto.com>

## REFEREES

Alex Webster (Executive Producer)  
The Mill  
40-41 Great Marlborough Street  
Soho, London  
W1F 7JQ

Giles Phelps  
Slipmode Studio 11  
Great Western Studios  
London  
W9 3NY  
Tel : +44 (0) 207 289 7705  
Email : studio@slipmode.com

Kate Herron  
The Screen Biz  
2 Wymering Mansions  
Wymering Road  
London  
W9 2NB  
Tel : +44 (0) 207 286 2008  
Mob: +44 (0) 7703 312296  
Email : kate.herron@thescreen.biz