

# ERIK ROBINSON

Visual Developer / Illustrator

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## PROFESSIONAL SUMMARY

Creative visual developer and illustrator with a BFA in Animation from SCAD. Specialized in character design, visual development, and comic illustration with experience spanning independent projects, collaborative anthology work, and academic partnerships. Proven track record of creating compelling visual narratives, managing multi-page publications, and bringing diverse artistic visions to life across digital and print mediums.

## CORE SKILLS

**Character & Prop Design • Page Layout & Composition • Color Theory & Application • Visual World Building**  
**Story Development • Sequential Art • Storyboarding • Adobe Creative Suite, MS Office, Procreate**

## PROFESSIONAL EXPERIENCE

### Independent Illustrator & Content Creator

*February 2023 – Present*

- Built and maintain a successful Patreon presence with 200+ monthly subscribers through creation of 150+ unique illustrations and short comics
- Developed consistent content pipeline delivering high-quality artwork on regular schedule to engaged audience

### Illustrator & Animator — Skribblers Magazine

*October 2014 – January 2026*

- Created original book cover featuring 4 unique characters and developed complete 32-page magazine layout
- Redesigned flagship mascot "Skribble" and produced animated GIF for digital platforms
- Designed commemorative 20th anniversary shirt
- Curated and executed page layout for student artwork submissions, with magazine distributed to 10,000+ students annually

### Comic Illustrator & Writer — Warden Comics

*November 2025 – December 2025*

- Wrote and illustrated complete 8-page full-color comic for anthology publication, managing entire creative process from concept to final production

### Graphic Novel Illustrator — Independent Project (Collaborative)

*May 2024 – Present*

- Developed 8 character designs inspired by Native American religious figures in collaboration with Canadian Native American author, conducting extensive cultural research to ensure authentic and respectful representation for grant submission materials, including 3 finalized test pages

### Graphic Designer — University at Albany

*June 2024 – October 2024*

- Created professional graphics and visual materials for academic and research publications in collaboration with university professor

### **Comic Illustrator & Writer — Independent Original Series**

*October 2022 – Present*

- Authored comprehensive story bible featuring 26 unique character designs with detailed backstories and world-building elements
- Created 4 complete character sheets with expression studies and numerous concept illustrations
- Produced and colored 11 pages of sequential comic art for first chapter

### **Short Film Director — Savannah College of Art and Design**

*April 2021 – June 2022*

- Directed animated short film "Shapes" from initial concept through post-production, leading team of 26 collaborators across the country
- Created original concept art, completed full storyboards, and managed compositing for final production
- Film accepted to New York State International Film Festival and Wheaton Film Festival

## **EDUCATION**

### **Bachelor of Fine Arts (BFA) in Animation**

Savannah College of Art and Design (SCAD)

*September 2017 – June 2022*

- Specialized in pre-production animation and visual development

## **AWARDS & RECOGNITION**

- **Saratoga Arts 2025 Grant Recipient**
- **New York State International Film Festival** — Short film "Shapes" accepted
- **Wheaton Film Festival** — Short film "Shapes" accepted