

LILY ROBINSON

Creative Director

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☎ (123) 456-7890

📍 Santa Monica, CA

🌐 [LinkedIn](#)

EDUCATION

Bachelor of Fine Arts

Media Studies

American Film Institute

📅 2009 - 2013

📍 Los Angeles, CA

SKILLS

- Adobe Premiere Pro
- Adobe After Effects
- Illustrator
- Autodesk 3ds Max
- Pro Tools
- Asana
- Final Draft
- Unity
- DaVinci Resolve
- Slack

WORK EXPERIENCE

Creative Director

Activision Blizzard

📅 2019 - current

📍 Santa Monica, CA

- Directed the development of 11 video game projects, generating a **39% increase in overall sales**.
- Managed a creative team of 18+ artists, designers, and animators that achieved a 32% decrease in production time.
- Utilized Adobe Premiere Pro to create compelling game trailers that resulted in a 41% boost in pre-orders for flagship game titles.
- Spearheaded the implementation of Autodesk 3ds Max for character modeling, which improved character design quality by 27%.

Creative Manager

Electronic Arts

📅 2016 - 2019

📍 Redwood City, CA

- Led a creative team of 12 artists and designers that saw a 22% improvement in project completion time.
- Oversaw the production of captivating marketing materials created using Adobe After Effects for 7 major game releases.
- Leveraged Final Draft for narrative development to **increase player engagement in games by 34%**.
- Coordinated with audio teams to build immersive sound design in Pro Tools that led to a 26% increase in positive feedback on audio quality.

Film Director

A24 Films

📅 2013 - 2016

📍 Los Angeles, CA

- Produced 6 critically acclaimed films for A24 Films with an average Metacritic score of 84 and IMDb rating of 8.4.
- Supervised the creation of visually striking promotional posters using Illustrator, which **increased audience interest in film releases by 43%**.
- Implemented Asana to streamline production workflows, reducing project delays by 32%.
- Earned accolades for innovative storytelling experiences through the use of Unity for interactive film projects and contributed to 17% higher audience engagement.