ROBIN SIMON

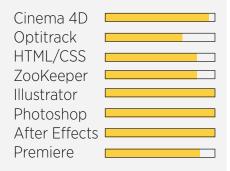
robin.simon@uconn.edu (908) 839-3153 https://vimeo.com/user48200545



OBJECTIVE

To combine creativity, leadership, and technical ability to tell untold stories.

SKILLS



EDUCATION

University of Connecticut

Bachelor of Arts
Digital Media and Design
3D Animation and Visualization
3.96 CUM GPA

AWARDS

Dean's List All semesters

Digital Media & Design Convocation Speaker Spring 2017

Order of Omega Spring 2017

New England Scholar 2015 and 2016

Fine Arts Talent Scholarship 2015, 2016, 2017

Dean's Scholarship (Fine Arts) 2016

Dean Jerome Birdman Scholarship 2015

EXPERIENCE

Social Media Intern MeadsDurket

SAN DIEGO. CA

JUNE 2017-PRESENT

- Created social media content for Del Mar Racetrack while analyzing performance and engaging with audience.
- Used Illustrator, Photoshop, and After Effects for content creation and Sprout Social for reporting.

Horizon Media

NEW YORK, NY

Freelance Social Designer

AUGUST 2016-PRESENT

- Created social content for clients namely Jack in the Box, Maryland Live Casino, and Snyder's of Hanover to engage audience with dynamic content.
- Creating new videos about once a month.

Social Design Intern

JULY 2016-AUGUST 2016

- Social media designer for Stella D'Oro and Archway cookies.
- Created content to increase audience engagement. Photographed all assets and used Illustrator, Photoshop, and After Effects for editing.

Boston Children's Hospital (BCH)

STORRS, CT

FALL 2015-SPRING 2017

- Created 2D and 3D game assets to be implemented in the game engine, Unity, for the 25 foot tall, Kinect powered interactive wall at BCH.
- Boosted spirits of patients by creating games that interested them and gave them a sense of home.

KindWorld

STORRS, CT APRIL 2016

 Selected from a group of student kinetic typography submissions to be featured for a WBUR podcast piece highlighting the story of a boy's ever-positive outlook on life through his cancer treatment.

ECHO Projection Mapping

STORRS, CT

JANUARY-APRIL 2016

- Collaborated with teammates on content creation and projection mapping for a play preformed at the Ballard Institute Museum of Puppetry.
- Content created in Photoshop and Illustrator and animated in After Effects and Cinema 4D. Projection mapped using Green Hippo.

Love Megabytes LLC

STORRS, CT

JANUARY-JULY 2015

- Collaborated on conceptual development for an upcoming Broadway show.
- Worked on detailed motion capture and projection mapping research and development.