



ROBIN BERK

2D ANIMATOR – STORY ARTIST - DESIGNER

CONTACT

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Find my work at:
<https://www.robinberkworks.com/>

EDUCATION

CENTRAL MICHIGAN
UNIVERSITY • 2020-2025

Summa Cum Laude

BACHELOR OF FINE ARTS
Animation Specialty

SOFTWARE PROFICIENCIES

- Toon Boom Harmony
- Unity Game Engine
- Maxon ZBrush
- Adobe Photoshop
- Adobe Premiere Pro
- Adobe After Effects
- Microsoft Office Suite

REFERENCES

SCOTT WILLS
Adult Swim Art Director, Mentor
(818) 433-1981

TY DEFOE
Supervisor of Gifts for the River
(661) 373-6678

EDWARD GAMARRA
Founder & Producer, Gamarra Media
(323) 533-8580

STEVE LEEPER
Animation Professor at CMU
(989) 774-3025

WORK QUALITIES

- Proficient in writing and storytelling
- Experienced in project management and leadership positions
- Skilled at meeting deadlines & organizing work
- Flexible working in a variety of fields within the animation industry
- Receptive to criticism and eager to improve
- Self-motivated and enthusiastic worker
- Highly developed communication skills

EXPERIENCE

ART REACH OF MID MICHIGAN • SEPTEMBER 2025 - PRESENT

Customer Service Volunteer

- Managed a sales counter and assisted customers
- Kept track of inventory

HELL'S HALF MILE FILM FESTIVAL • SEPTEMBER 2025

Creative Volunteer

- Animated characters and assets for a pixel art banner
- Collaborated with other artists on promotional materials

Festival Juror

- Served on a creative jury that reviewed and gave professional feedback on submitted short films

CMU ANIMATION DEPARTMENT • DECEMBER 2024 - MAY 2025

Lab Assistant

- Assisted with a variety of tasks within a studio setting
- Learned to troubleshoot and adapt on the job
- Advised, supervised, and instructed students

Assistant Supervisor

- Helped teach the basics of animation to students in a 4-day STEM program
- Worked with 6-7th grade students in a professional setting
- Solved problems and directed workflows for multiple student animation projects

EXPERIENCE, CONTD.

MAGIC CIRCLES: SOCIETY THROUGH GAME SPACES •
OCTOBER 2024– MARCH 2026

Game Designer & Artist

- Collaborated with students and faculty to design an interactive museum exhibit for Central Michigan University's Department of Museum Studies
- Conducted research into the history and mechanics of games
- Provided feedback and critique on game mechanics
- Developed art assets for games and labels within the exhibit

GIFTS FOR THE RIVER (COMMUNITY ARTS PROGRAM) • 2019
– 2023, 2025

Artist, Production Assistant

- Featured in promotional materials for the program
- Assisted in the production of an artistic video
- Helped organize large-scale showcases and community events

BENEATH THE SURFACE (ANIMATED PSA) • SPRING 2023

Character Animator, Effects Animator, Story Artist, Editor

- Collaborated with the *michigan.gov/staywell* program to produce a PSA for mental health awareness
- Produced a variety of high-quality animated assets for the project, including background effects, storyboards, character animations, and shading
- Edited and scored a short film