

Robin Simon

New York, NY
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Education

University of Connecticut
Bachelor of Arts, December 2017
Summa Cum Laude

Digital Media & Design
3D Animation and Visualization

Skills

Cinema 4D	
After Effects	
Illustrator	
Photoshop	
HTML/CSS	
Premiere	
Projection Mapping	
Motion Capture	

Awards

Dean's List
ALL SEMESTERS

Digital Media & Design
Convocation Speaker
SPRING 2017

Order of Omega
SPRING 2017

New England Scholar
2015 & 2016

Fine Arts Talent Scholarship
2015, 2016, 2017

Dean's Scholarship (Fine Arts)
2016

Dean Jerome Birdman Scholarship
2015

Experience

Horizon Media, Junior Designer

New York, NY April 2018 - present

- Concepted, art directed, designed, and executed social content for brands.
- Elevated content by bringing new practices and media to the table in the form of 3D art and character animation.
- Worked with a team of designers to brainstorm and execute content.

MeadsDurket, Social Media Intern

San Diego, CA June 2017 - August 2017

- Created social media content for Del Mar Racetrack and other local clients while analyzing post performance and engaging with audience.

Horizon Media, Freelance Social Designer

August 2016-January 2018

- Created dynamic, animated social content for clients namely Jack in the Box, Maryland Live Casino, and Snyder's of Hanover
- Creating new assets monthly

Horizon Media, Social Design Intern

New York, NY June 2016 - August 2016

- Social media designer for Stella D'Oro and Archway cookies using lifestyle photography and subtle animation to create eye catching content that stood in feed.

Boston Children's Hospital, Content Creator

Boston, MA Fall 2015 - Spring 2017

- Designed and animated 2D and 3D game assets to be implemented in the game engine, Unity to be used on a 20 foot, Microsoft Kinect powered interactive wall.
- Boosted spirits of patients by creating content that related to them on an age based level as well as content that was reminiscent of home

Love Megabytes LLC, R&D Intern

Storrs, CT January 2015 - July 2015

- Collaborated with teammates on the conceptual development for Other World, an upcoming Broadway Show.
- Worked on detailed motion capture and projection mapping research.