

MARIAH ROBINSON

Senior Technical Cinematic Designer

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CAREER SUMMARY

Senior cinematic leader and industry veteran, shaping narrative and visual direction across multiple AAA titles. Known for guiding teams through complex cinematic and narrative challenges with in-depth & precise debugging diagnostics, technical fluency, and clear creative vision. Brings a disciplined approach to storytelling, ensuring narrative and visual continuity while elevating performance, pacing, and player immersion. Seeking Principal Cinematic Designer or Cinematic Director roles to drive creative alignment, mentor teams, and deliver high-impact cinematic experiences.

EXPERTISE

Technical Cinematic Design | Technical Narrative Design | Sound & VO Design | Narrative Script Writing
In Engine Prototyping | Unreal 3/4/5.5 | Adobe Creative Suite | Autodesk Maya | Autodesk Motion Builder | Autodesk Mudbox
Autodesk 3ds MAX | Autodesk Shotgun | JIRA | Confluence | Figma

PROFESSIONAL EXPERIENCE

META – SANZARU GAMES

MARCH 2023 – JANUARY 2026

SENIOR TECHNICAL CINEMATIC & NARRATIVE DESIGNER

Unannounced Title & Asgard's Wrath 2

Unannounced Title:

- Owned cinematic implementation across the game.
- Created prototypes alongside engineering for multiple new narrative systems.
- Collaborated with level and systems designers along with engineers on the open of the game,
- Designed and implemented multiple tutorials and narratively content heavy /technically complex levels.
- Owned living written documentation of all prototypes and cinematic design best practices.

Asgard's Wrath 2 (2023)

- Owned all major cinematic openers for all 7 Sagas for Asgard's Wrath 2
- Owned player / hero possession in game transitions
- Mentored mid to senior designers for better design practices and onboarding.
- Awards Received for Asgard's Wrath 2:
 - Received rare Masterpiece or 10/10 rating from IGN for Asgard's Wrath 2
 - VR Game of the Year award from The Game Awards
 - Immersive Reality Game of the Year award from the D.I.C.E. awards
 - Immersive Reality Technical Achievement award from the D.I.C.E. awards

CRYSTAL DYNAMICS

JANUARY 2016 – MARCH 2023

TECHNICAL CINEMATIC & NARRATIVE DESIGNER

Marvel's Avengers & Perfect Dark (Unreleased)

Perfect Dark (Unreleased)

- Collaborated and owned prototyping and implementing full narrative pipeline alongside engineering.
- Partnered with Animators, Motion Storyboard Artists, Directors, and Engineers to implement new pipelines and systems for standing up narrative moments.
- Owner of setting up shot-by-shot setup pre-vis dev environments and cameras inside of sequencers.

- Worked on the first iteration and research into World Partitioning system, specifically geared towards narrative / cinematic moments vs. streaming in larger standard levels.

Marvel's Avengers (2020)

- Shipped a large-scale online MPG as Technical Cinematic Designer.
- Owned narrative prototyping and implementation of Walk & Talks, Vignettes, Pre-Rendered cinematics, IGCs, seamless transitions between gameplay and cinematics.
- Performed in a motion capture suit for the ASL interpreter in the opening of the game and helped implement NPC in Marvel's Avengers.
- Mentored and trained two senior level designers on cinematic pipeline and implementation. Implemented accessibility features on all fronts across the studio and the project.
- Owned implementation and timing of all localization throughout the title. Worked with Square Enix's Global localization team for translations and deliveries, along with making sure that language recordings were getting delivered and implemented.

**Cinematic Designer credit for *Marvel's Avengers* DLC packs:

- *With Great Power*
- *Taking AIM*
- *War for Wakanda*

ASSOCIATE AUDIO DESIGNER

JUN 2014 – JANUARY 2016

Shadow of the Tomb Raider (2018)

- Owned Audio design and implementation of the first tomb in the Cozumel gameplay city.
- Helped keep timelines and deadlines for scheduling purposes. Creating tracking t.v. guides and greenlight approval trackers for all tasks.

Rise of the Tomb Raider (2015)

- Owned the systemic bear fight sound design and implementation.
- Temp VO recording, editing and implementation with batch mastering VO assets.
- Implemented systemic sfx for NPCs and animals for entire game and DLC.
- Learned the localization pipeline and assisted with implementation and timing of all localized languages including Arabic.

CREDITS & AWARDS

Games:

Asgard's Wrath 2 – Sanzaru/ Oculus Studios – Meta
Marvel's Avengers – Crystal Dynamics
Rise of the Tomb Raider – Crystal Dynamics
Lara Croft and the Temple of Osiris – Crystal Dynamics
Sim City Online – Maxis
It's Your Choice – E-Factor Media

Film:

Captain America: The First Avenger – The Base Studio
Brave – Pixar Animation Studios
Monsters University – Pixar Animation Studios
Cars 2 – Pixar Animation Studios
Toy Story 3 – Pixar Animation Studios
Sisu: The Death of Tom Sukanen – Moxie Films
The Day My Soul Became A Star – Rex Rey Films

TV Shows:

NOVA – Becoming Human – Republic of Animation

Game Awards and Recognition

- 10 / 10 or Masterpiece rating on IGN for *Asgard's Wrath 2*
- VR Game of the Year award from The Game Awards for *Asgard's Wrath 2*
- Immersive Reality Game of the Year award from the D.I.C.E. awards for *Asgard's Wrath 2*

- Immersive Reality Technical Achievement award from the D.I.C.E. awards for *Asgard's Wrath 2*
- Best Interactive Score G.A.N.G. award winner for *Shadow of the Tomb Raider*
- Outstanding Achievement in Character award from the D.I.C.E. awards for *Rise of the Tomb Raider*
- Outstanding Achievement in Sound Design nominee from the D.I.C.E. awards for *Rise of the Tomb Raider*

Certifications and Memberships

- Certified Accessible Player Experience Practitioner from the AbleGamers Charity course
- Member of the Visual Effects Society
- Member of the Society for Game Cinematics

EDUCATION

BACHELOR'S APPLIED SCIENCE
Ex'pression College for Digital Arts
2006 – 2008

BACHELOR'S INTERMEDIA ARTS
Mills College
2002 – 2006

ACCESSIBLE PLAYER USER EXPERIENCE CERTIFICATE
AbleGamers Charity
2019

***Additional employment information available on request**