

ED ROBINSON

SCREENWRITER / FILMMAKER



ABOUT ME

I create characters full of wonder journeying into the unknown. I excel at tapping into my personal joys and fears because specificity breeds universal storytelling.

EXPERIENCE

Mattel

Screenwriter

- *My First Barbie: Happy Dreamday*, Amazon Prime
- *My First Barbie: Friends Forever*, release date TBD

Freelance

Screenwriter / Producer

- *Breaking Eggs*, short film, writer / director
- *Pairings*, creator, multi-season digital series
- *The Glitch*, writer / producer, Crypt TV viral short (12 million views)
- *All Roads*, co-writer, TV pilot in pre-production
- *Donovan King: Dinosaur Hunter*, story, podcast comedy
- IAWTV Awards, Head Writer, 4th annual awards at CES
- Sci Fine Dining, creator, SciFi Riot digital series

Freelance Audio Description

5 Guys Named Moe / Stellar Team Media / Zoo Digital

- A.D. writing for the visually impaired. Clients include: Disney, Amazon, HBO Max, Apple

RECOGNITION

Screenwriting Competitions

- Selected for Glenise Mullin's Hollywood Writer's Room Bootcamp
- Cinestory Finalist & Quarterfinalist
- Austin Film Festival 2nd Round
- Launchpad 2nd Round
- Bluecat Quarterfinalist

Pairings digital series

- Indie Series Awards Winner Best Guest Actor (Richard Hatch)
- Hollyweb Festival Winner Best Actor (Ed Robinson)
- IAWTV Awards Nominations Best Ensemble Comedy; Best Director Comedy
- Geekie Awards Nomination Best Scripted Series
- Official Selections include: Raindance, ITV Fest, Silicon Beach Fest, Melbourne Webfest

CONTACT

PHONE

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EMAIL

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EXPERTISE

Cooking, catering, baking, mixology, craft beer, wine, film & TV production, acting; live theater, Fade-in, Final Draft, Canva, SEO, Slack, Mailchimp, Google Suite, social media, ride-share, fatherhood, identical twins, travel, fantasy novels, sci-fi, tabletop games, greek mythology, football, hockey, dance and swimming with sea turtles.

EDUCATION

San Francisco State University
B.A in Theatre Arts

STRENGTHS

Teamwork, collaboration, communication, distilling broad notes into actionable edits, dialogue, character, world-building.