# MIKE ROBINSON

#### **SKILLS & ABILITIES**

A storyteller since age six, I am a highly skilled writer, editor and communicator, with self-driven, professional experience spanning twenty years. I am also very imaginative, with a knack for creative problemsolving, narrative flow, big concepts as well as small details. I have written a novel a year for almost two decades, and traditionally published eleven.

#### **EXPERIENCE**

#### FREELANCE LITERARY EDITOR

2010—PRESENT

For fourteen years, I have worked with many individual clients on their book-length manuscripts of all genres, offering varying packages of **line**, **developmental**, **copy editing**, **book coaching** and **manuscript critique** services. I either receive work directly from the client, or through the outlets and publishers listed below.

## WORDSMITH WRITING COACHES—BOOK COACH / SENIOR EDITOR

(2022—PRESENT)

**CAMCAT BOOKS—EDITOR** 

(2022 - 2024)

**EBOOK LAUNCH—EDITOR** 

(2021—PRESENT)

**POLGARUS STUDIO—EDITOR** 

2020—PRESENT

## **EVOLVED PUBLISHING—EDITOR**

2018—PRESENT

Here, I edited the popular, award-winning *Lorestalker* series by J.P. Barnett.

## BLACK CHATEAU ENTERPRISES—COPY-EDITOR / WRITER

2019—PRESENT

WRITE FOR SUCCESS EDITING COLLECTIVE—MANUSCRIPT CONSULTANT

2015-2018

**CURIOSITY QUILLS PRESS—EDITOR** 

2014—2016

#### **EDUCATIONAL SPEAKER**

2012—PRESENT

For over ten years, I've been speaking at conferences on the craft of writing, editing and publishing, primarily through WC2, or, West Coast Writers Conferences.

## NEW AUTHORS PLUNGE—CO-FOUNDER / INSTRUCTOR

2024—PRESENT

Alongside faculty at Wordsmith Writing Coaches, I helped to design, market and implement this intensive, 8-week online workshop for beginning authors, familiarizing them with everything from ideageneration to copy-editing to the publishing process.

## LITERARY LANDSCAPES (DIGITAL MAGAZINE)—MANAGING EDITOR (VOLUNTEER)

2011—2016

I ran the content, layout and production of the online publication *Literary Landscapes*, for The Greater Los Angeles Writers Society (GLAWS). We published excerpts, short stories, articles on writing/publishing, poetry and cartoons. See: <a href="https://www.glaws.org/LL/">www.glaws.org/LL/</a>

## SANTA MONICA MOUNTAINS TASK FORCE—NEWSLETTER EDITOR (VOLUNTEER)

2019—PRESENT

I am currently helping to run the quarterly newsletter for this branch of the Sierra Club, which focuses specifically on preserving and maintaining the Santa Monica Mountain Range just north of Los Angeles.

#### **AGENTED / PUBLISHED AUTHOR**

2011—PRESENT

As an agented author, I have **traditionally published** eleven books.

Walking the Dusk—to be released May 2023

Skunk Ape Semester — Quarterfinalist: Publishers Weekly's BookLife Contest

The Green-Eyed Monster — Winner: Pinnacle Award for Best Horror Fiction

Negative Space

Waking Gods

<u>The Prince of Earth</u> — *Finalist*: Maxy Award, Best Horror

Hurakan's Chalice (with Aiden James)

<u>Too Much Dark Matter, Too Little Gray: A Collection of Weird Fiction—Winner: Best Short Story Collection, The Bookfest Awards</u>

<u>Dreamshores: Monster Island</u> (2016)—Winner: Best Sci-Fi/Fantasy, The Bookfest Awards

The Atheist (2016)

# Dishonor Thy Father (with M.J. Richards) (2020)

I have also published over twenty pieces of short fiction in various magazines, podcasts, and anthologies, including **SFWA-qualifying** professional markets like *Clarkesworld Magazine* and Flame Tree Press anthologies.

**Literary Agent**: Jennifer Azantian, Azantian Literary

## PRODUCED SCREENWRITER

2015—PRESENT

I have written and co-produced two films, one short and one feature.

<u>Corral</u> (feature film)—Winner: Best Horror Feature at Skyehouse International Film Festival

<u>Chrysaline</u> (short film)—debuted at the Louisiana International Film Festival

## ILLUSIVE ENTERTAINMENT, LLC—INDIE VIDEOGAME PRODUCER

2002-2004

As producer on an independent videogame, I oversaw a mostly remote team of programmers and artists to create a marketable demo, which I presented at E3, the Electronic Entertainment Expo. I also contributed heavily to the game's design document as well as its marketing materials.

## **EDUCATION**

## **OTIS COLLEGE OF ART & DESIGN**

From 2004-2006, I studied Illustration. However, the experience made me realize I wanted to write more than draw. I then took the initiative to carve out my own writing and editing career, which I have done with great discipline, persistence and skill-building.

#### COMMUNICATION

Much as I enjoy the solitary act of writing, it's an extra treat for me to collaborate in a productive, fruitful and synergistic environment with likeminds. I strive to be thoughtful and diplomatic, and while I never shy away from asserting my opinion, I am also just as quick to suggest or receive ways in which to improve said opinion.