

ROBERT SKIENA

LAYOUT - TOOLS - PIPELINE - ANIMATION

HIGHLIGHTS

- 20 years of animation industry experience across large and small studios
- Layout and Animation credits for film, television and games
- Supervisory, Lead and Project Management experience
- Designer and developer of user-friendly production tools
- Product Designer in Layout and Pipeline for Maya 3D at Autodesk
- US citizen with Canadian Permanent Resident status
- Skills: Layout, Animation, Rigging, Previsualization, Tool Development, Pipelines
- Software: Maya, Adobe Creative Suite, Balsamiq, Python, Java, MEL, Linux, Shotgun

EXPERIENCE

ARC PRODUCTIONS, TORONTO, ON

Layout Artist, 2015 – 2016

- Layout and Previs artist for film and television projects
- Performed sequence staging, character blocking and camera animation
- Developed and designed layout production tools, including previsualization toolset
- Projects included: "Blazing Samurai", "Elena of Avalor", "Barbie: Starlight", "Max Steel"

AUTODESK, TORONTO, ON

Principal User Experience Designer, 2011 – 2015

- Product Designer for Maya 3D in the areas of Open Data, Pipeline, Layout and Foundation
- Supervised previsualization and layout of a "Hyperspace Madness" short teaser
- Mentored and supervised interns and inexperienced designers on remote teams
- Designed and developed Bonus Tools for users to access Open Data solutions

SONY PICTURES IMAGEWORKS, CULVER CITY, CA

Layout Artist, 2010

- Rough Layout Artist for the Aardman film "Arthur Christmas"
- Performed shot staging, scene layout, character blocking and camera animation
- Developed and documented production tools bridging editorial and layout
- Inventor: "Asset Management During Production of Media"

REAL FX, DALLAS, TX

Layout Artist, 2009 – 2010

- Rough Layout artist for "Looney Tunes" theatrical stereoscopic shorts
- Performed shot staging, sequence layout, character blocking and camera animation

LAIKA ANIMATION, PORTLAND, OR

Lead Layout Artist/Animator, 2006 – 2009

- Performed shot staging, scene layout, character blocking and camera animation
- Authored animation, pipeline and production tools using MEL and Python
- Standardized layout and previs workflows for in-house projects and production sequences

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DREAMWORKS FEATURE ANIMATION, GLENDALE, CA
Layout Artist, 2003 –2005

- Rough Layout artist for the series “Father of the Pride”
- Final Layout artist for “Over the Hedge”
- Authored animation, pipeline and production tools using MEL

T.J. AND E. PRODUCTIONS, SAN RAFAEL, CA
Animator/Technical Artist, 2000 –2002

- Rigged and Animated NPCs and player characters for the game “Toejam and Earl III”
- Wrote production, translation and pipeline tools

TIPPETT STUDIO, BERKELEY, CA
Animator, 1998 –1999

- Animated and rigged effects for live action film “The Haunting”

DREAMQUEST IMAGES, SIMI VALLEY, CA
Character Animator, 1997 –1999

- Character Animator for “Mighty Joe Young”

MAINFRAME ENTERTAINMENT, VANCOUVER, BC
Senior/Supervising Animator, 1996 –1997

- Animator and Supervisor for the first season of “Beastwars”

EDUCATION

VANCOUVER FILM SCHOOL, VANCOUVER, BC
3D Animation and Visual Effects Program

UNIVERSITY OF MASSACHUSETTS, AMHERST, MA
Bachelor of Arts, English

INFORMATION

IMMIGRATION STATUS

- US Citizen
- Canadian Permanent Resident

CERTIFICATIONS

- Pragmatic Marketing: Foundations, Focus, Build
- Certified Scrum Product Owner
- Member: Animation Guild, Local 839 IATSE

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