

# ROBERT SKIENA

## LAYOUT - PREVIS - TOOLS - ANIMATION

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### HIGHLIGHTS

- 20+ years of animation industry experience across large and small studios
- Layout and Animation credits in 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

#### SNOWBALL STUDIOS, TORONTO, ON

Lead Layout Artist, 2017 – Present

- Lead Layout artist and team supervisor
- Fulfill the Director and Client vision through cinematography and character blocking
- Manage artist workloads and mentor junior artists
- Ensure on time delivery of episodes for reviews and downstream departments

#### ARC PRODUCTIONS, TORONTO, ON

Layout Artist, 2015 – 2016

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

#### AUTODESK, TORONTO, ON

Principal User Experience Designer, 2011 – 2015

- Product Designer for Maya 3D for Layout, Open Data, Pipeline and Foundation
- Supervised previsualization and layout of a “Hyperspace Madness” short teaser
- 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

#### 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, PORTLAND, OR

Lead Layout Artist/Animator, 2006 –2009

- Performed shot staging, scene layout, character blocking and camera animation
- Designed and developed layout, previs and pipeline tools

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## LAYOUT - TOOLS - PIPELINE - ANIMATION

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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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