

# ROBERT SKIENA

## LAYOUT - PREVIS - TOOLS - MENTORING

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### HIGHLIGHTS

- Layout and Animation credits with small and large studios in Film and Television
- Strong leadership skills as a supervisor, team lead, mentor and project manager
- Product Designer in Layout and Pipeline for Maya 3D at Autodesk
- Patented developer of powerful user-friendly production tools
- Lecturer and professor of cinematography and layout for Sheridan and Seneca colleges
- Dual citizen of both the US and Canada
- Skills: Layout, Animation, Previsualization, Leadership, Tool Development, Pipelines
- Software: Maya, Adobe CS, Nuke, USD, Python, MEL, Linux, Katana

### EXPERIENCE

#### **THE THIRD FLOOR, LOS ANGELES, CA (REMOTE)**

*Previsualization Artist, 2021 – 2022*

- Previs artist on a AAA property at the premier visualization studio in the world
- Developed and designed various production tools to improve efficiency

#### **INDUSTRIAL BROTHERS, TORONTO, ON**

*Scene Planner, 2020 – 2021*

*Layout Supervisor, 2019 – 2020*

- Performed cinematography, layout and general staging of complete sequences
- Supervised a team of 8 artists while developing workflows and setting schedules
- Developed various layout production tools to improve efficiency

#### **SENECA COLLEGE, OAKVILLE, ON**

*Adjunct Professor, 2020-2021*

- Taught courses on visual story-telling principles, cinematography and 3D CG layout
- Prepared educational presentations, course assignments, grading and class objectives

#### **SHERIDAN COLLEGE, OAKVILLE, ON**

*Guest Lecturer on Layout, 2018-Present*

- Providing lectures, workshops and mentoring on digital cinematography to fourth year students

#### **SPIN VFX, TORONTO, ON**

*Lead Layout Artist, 2018 – 2019*

- Lead Layout artist for Film and Television effects projects
- Developed and designed layout production tools and workflows

#### **SNOWBALL STUDIOS, TORONTO, ON**

*Layout Lead, 2017 – 2018*

- Lead Layout artist and team supervisor for multiple projects

#### **ARC PRODUCTIONS, TORONTO, ON**

*Layout Artist, 2015 – 2016*

- Layout artist and developer of complete previsualization toolset

#### **AUTODESK, TORONTO, ON**

*Principal User Experience Designer, 2011 – 2015*

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

### EXPERIENCE (CONTINUED)

#### **SONY PICTURES IMAGEWORKS, CULVER CITY, CA**

*Layout Artist, 2010*

- Performed shot staging, scene layout, character blocking and camera animation
- Designed and developed patented layout production tools

#### **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*

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

#### **DREAMWORKS FEATURE ANIMATION, GLENDALE, CA**

*Layout Artist, 2003–2005*

- Rough and Final Layout artist on multiple projects

#### **T.J. AND E. PRODUCTIONS, SAN RAFAEL, CA**

*Game Animator/Technical Artist, 2000–2002*

#### **TIPPETT STUDIO, BERKELEY, CA**

*Creature Animator, 1998–1999*

#### **DREAMQUEST IMAGES, SIMI VALLEY, CA**

*Character Animator, 1997–1999*

#### **MAINFRAME ENTERTAINMENT, VANCOUVER, BC**

*Senior/Supervising Animator, 1996–1997*

### 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 Citizen

#### **CERTIFICATIONS**

- Certified Scrum Product Owner
- Member: Animation Guild, Local 839 IATSE

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