

ROBERT SKIENA

LAYOUT - PREVIS - TOOLS - MENTORING

HIGHLIGHTS

- Layout and Animation credits at small and large studios in film, television and games
- Strong leadership experience 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, Scripting, Tool Development
- Software: Maya, Adobe CS, Nuke, USD, Python, MEL, Linux, Shotgrid, Microsoft Office

EXPERIENCE

SPIN VFX, TORONTO, ON

Senior Layout Artist, 2022 – 2024

Lead Layout Artist, 2018 – 2019

- Lead/Senior Layout artist for film and television effects projects
- Developed and designed layout production tools and workflows

THE THIRD FLOOR, LOS ANGELES, CA (REMOTE)

Previsualization Artist, 2021 – 2022

- Previsualization artist on Star Wars: Ahsoka for 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

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

REAL FX, DALLAS, TX

Layout Artist, 2009–2010

LAIKA, PORTLAND, OR

Lead Layout Artist/Animator, 2006–2009

DREAMWORKS FEATURE ANIMATION, GLENDALE, CA

Layout Artist, 2003–2005

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

PROJECTS (SELECTED)

FILM

Saving Bikini Bottom, Harold and the Purple Crayon, Big George Foreman, Asteroid Hunters, Paws of Fury: The Legend of Hank, Barbie: Starlight Adventure, Arthur Christmas, Coyote Falls, Fur of Flying, Over the Hedge, The Haunting, Inspector Gadget, Mighty Joe Young

TELEVISION

Ahsoka, Umbrella Academy, The Big Cigar, Daniel Spellbound, The Expanse, Nightflyers, The Descendants, Max Steel, Father of the Pride, Beastwars, Reboot

SUPERVISION

Remy and Boo, Muppet Babies: Season One, Barbie Dreamtopia, Hyperspace Madness Teaser, Beastwars: Season One

EDUCATION

VANCOUVER FILM SCHOOL, VANCOUVER, BC

3D Animation and Visual Effects Program

UNIVERSITY OF MASSACHUSETTS, AMHERST, MA

Bachelor of Arts, English