

Robert Skiena

User Experience Designer

Highlights

- Product Designer at a Fortune 500 Company for one of the world's most complex software packages
- Delivers cutting-edge pipeline technology and creative tools for high-end digital content creators
- Documents and develops Python-based production tools, including a complete asset management system
- Solicits user requirements and transform them into compelling software experiences
- Experienced team lead with a track record of managing multiple people and projects
- Prepares and deliver video and slide presentations to internal and external audiences
- Well versed in Agile methodologies as the Product Owner on multiple development
- Skills include: Microsoft Office, Adobe Creative Suite, Camtasia, Maya 3D, Balsamic, Axure, Python, HTML Tutorial Authoring, Wire Framing, Paper Prototyping, UI Design, Agile Process, Storyboarding, Contextual Inquiry

Experience

AUTODESK INCORPORATED, TORONTO, ON

Principal User Experience Designer, 2011 – Present

- Crafted user experiences for Maya, the leading 3D graphics solution for Animation, Games and Visual Effects
- Democratized the innovative technology of leading studios to small and medium-sized customers
- Validated proposed features through customer feedback, user interviews and domain expertise
- Delivered mockups, storyboards, prototypes and workflow diagrams to Development and Product Management
- Mentored and supervised interns and inexperienced designers on remote teams
- Work with QA to prioritizing defects for stability and performance to meet division goals
- Consulted with industry leading animation and game studios regarding proposed technical solutions
- Steered the development of pipeline solutions for small and large production houses
- Collaborated with Product Management to determine acceptance criteria and product goals
- Authored and maintained Agile user stories as the Product Owner of several teams

PLUMBER 3D, PORTLAND, OR

UX Designer and Developer, 2009 –2010

- Designed and developed a completely GUI-based CG production pipeline for Maya using Python
- Created documentation, video reference guides, sample projects files and user tutorials
- Devised a simple turnkey implementation with hooks for customized client solutions
- Authored and maintained the product website with Dreamweaver

SONY PICTURES IMAGEWORKS, CULVER CITY, CA

Layout Artist, 2010

- Developed and documented production tools bridging the editorial and layout departments
- Inventor: "Asset Management During Production of Media," US Patent/Application No. 20130232398
- Rough Layout artist for the Aardman film "Arthur Christmas"

LAIKA ANIMATION, PORTLAND, OR

Lead Layout Artist/Animator, 2006 –2009

- Authored animation, pipeline and production tools using MEL and Python
- Standardized layout and pre-visualization workflows for in-house projects and production sequences
- Acted as department liaison to the Research and Development team

Robert Skiena^(Continued)

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Additional Employment

REEL FX, DALLAS, TX
Remote Layout Artist

DREAMWORKS FEATURE ANIMATION, GLENDALE, CA
Layout Artist

T.J. AND E. PRODUCTIONS, SAN RAFAEL, CA
Animator

TIPPETT STUDIO, BERKELEY, CA
Animator

WALT DISNEY STUDIOS, SIMI VALLEY, CA
Character Animator

MAINFRAME ENTERTAINMENT, VANCOUVER, BC
Senior/Supervising Animator

INTERNATIONAL TRADEMARK ASSOCIATION, NEW YORK, NY
Publications Assistant

Lazar Media Group, New York, NY
Freelance Copywriter

St. Martin's Press, New York, NY
Assistant to the Managing Editor

Education

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

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

Personal

IMMIGRATION STATUS
US Citizen and Canadian Permanent Resident

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

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