

# ROBERT SKIENA

## LAYOUT - TOOLS - PIPELINE - ANIMATION

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- Over 20 years of Animation experience across Special Effects, Feature Animation, Television and Video Games
- Well-versed in Agile methodologies as a Product Owner for multiple development projects
- Transforms researched user requirements into powerful production workflows
- Delivers cutting-edge pipeline technology and creative tools for high-end digital content creators
- Authors compelling presentations designed to inform and educate varied audiences
- Documents and develops production tools in Python for creative workflows, content creation and asset management
- Skills: Layout, Animation, Rigging, Previs, Tool Creation, Pipelines, Tutorial Authoring, Agile Process, Storyboarding
- Software: Microsoft Office, Adobe Creative Suite, Camtasia, Shotgun, Maya 3D, Balsamiq, Python

## Experience

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

Layout Artist, 2015 – 2016

- Designed and authored production tools for artists to simplify workflows while interfacing with in-house pipeline
- Tools included: Complete Sequencer-based previs toolset, automated asset authoring, automated shot prep
- Layout and previs artist for “Blazing Samurai”, “Elena of Avalor”, “Barbi: Starlight”, “Max Steel”
- Performed sequence staging, character blocking, camera animation, shot prep and fixing problem scene files

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

Principal User Experience Designer, 2011 – 2015

- Crafted user experiences for Maya, the leading 3D graphics solution for animation, games and visual effects
- 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
- Prioritized defects to repair with QA in order to meet division goals for stability and performance
- Consulted with leading animation and game studios regarding proposed technical solutions
- Collaborated with Product Management to determine acceptance criteria and product goals
- Authored and maintained Agile user stories as 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 project 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

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### Production

**ARC PRODUCTIONS, TORONTO, ON**

Previs/Layout Artist

- Feature Animation: Previsualization “Blazing Samurai”
- Television Series: “Elena of Avalor”, “Barbi: Starlight”, “Max Steel”

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

Rough Layout Artist

- Feature Animation: “Arthur Christmas”

**REEL FX, DALLAS, TX**

Remote Layout Artist

- Looney Tunes shorts: “Coyote Falls” and “Fur of Flying”

**DREAMWORKS FEATURE ANIMATION, GLENDALE, CA**

Layout Artist

- Feature Animation: “Over the Hedge”

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

Animator

- X-Box game: “Toejam and Earl III: Return to Earth”

**TIPPETT STUDIO, BERKELEY, CA**

Animator

- Feature Film Effects: “The Haunting”

**WALT DISNEY STUDIOS, SIMI VALLEY, CA**

Character Animator

- Feature Film Effects: “Mighty Joe Young”

**MAINFRAME ENTERTAINMENT, VANCOUVER, BC**

Senior/Supervising Animator

- Television Series: “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 and Canadian Permanent Resident

**CERTIFICATIONS**

Pragmatic Marketing: Foundations, Focus, Build

Certified Scrum Product Owner

Animation Guild, Local 839 IATSE