ROBERT SKIENA
LAYOUT - PREVIS - TOOLS - ANIMATION

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, 3DS Max, 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
- Developing and designing various layout 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
- Teacher of visual story-telling principles, cinematography and 3D CG layout
- Prepare educational presentations, course assignments and class objectives

SHERIDAN COLLEGE, OAKVILLE, ON
Guest Lecturer on Layout, 2018-Present
- Presenting workshops and lectures around 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 S
- Supervised previsualization and layout of a "Hyperspace Madness" short teaser

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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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