



Real-Time World Builder  
GenAI Designer  
Look Dev Specialist

## JOB EXPERIENCES

# Ronnie Cleland

I've been involved with the look development and creative departments in VFX and Animation studios for 19 years. I've always been inspired by visual details and love the collaborative process. I've contributed to almost all spectrums of world building and previs production within the next generation real-time creative pipelines.

## SKILLS

- Creative and Strategic Thinking
- Technique and Idea Innovator
- Unreal Engine World Building
- Unreal Engine Look Dev
- Adobe Creative Suites
- Musician and Digital Engineer

## EDUCATION

Certificate of Visual FX  
Gnomon, Hollywood CA

Visual Communications  
Delgado, New Orleans LA

Media Arts  
USC, Columbia SC

## CONTACT

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 <https://www.ronniecleland.com/>

### Co-Founder | CCO

**2024-Present**

**Lumify** • Creating innovative solutions at the forefront of real-time tech and AI.

### Unreal Look Dev Designer

**2021 - 2023**

*Spire Animation*

- Developing worlds and concepts for "Trouble" through ideations in Unreal and Substance with a previs team

### Dept. Chair | Look Dev Supervisor **2010 - 2021**

#### Environment Surfacing Lead

*Dreamworks Animation*

- Focused on World Building and Look Development Designing on Croods 2, How to Train Your Dragon 3, Trolls Holiday Special, Larrikins, Boss Baby, Kung Fu Panda 3, Penguins, Home, The Croods, & Puss in Boots.

### Texture TD

**2008 - 2009**

*Rhythm & Hues*

- Primary texture Artist on Land of the Lost, Night at the Museum 2, & Cirque Du Freak.

### Texture Artist

**2008 - 2008**

**2009 - 20010**

*Asylum VFX*

- Texture Artist on Benjamin Button, Sorcerer's Apprentice, Verizon Droid Commercial, & Prince of Persia

### Nex Gen Character Development

**2007 - 2008**

*Gentle Giant*

- Digital Artist on Nex Gen release, "Golden Axe: Beast Rider"
- Character and creature workflow artist.
- Resurfacing scans for feature films and toy products.

### Matte Painter & Roto Artist

**2006 - 2006**

*Look FX*

- Rotoscope Artist on Pirates of the Caribbean 2, Rocky Balboa, and Nightmare before Christmas.
- Matte Painter for NASA simulation ride.