



# 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

- AI Platform and Engineering
- MLOps and Reliability
- Product, UX, and Creative Tech
- Pipeline Engineering
- Generative Imaging and Video
- Unreal Engine World Building
- Collaboration and Leadership

## SOFTWARE

- Unreal Engine
- Comfy UI
- Generative AI
- Substance Suites
- Photoshop
- Python
- Flask API's
- Houdini
- Maya
- DaVinci Resolve


## 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/>

3D and Real-Time  
GenAI Designer  
Look Dev Specialist

## JOB EXPERIENCES

### Co-Founder | CCO

2024-Present

#### Lumify AI

- Real-Time AI Designer, Tool Developer, and AI Platform and Engineering

### Digital Innovation

2023-2025

#### FableLight Studios

- Collaborating with evolving artists to create next generation stories, tools, and workflows

### 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

#### Asylum VFX

2009 - 20010

- 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.