



RON DOMINGUE

ART DIRECTOR & 3D VISUAL ARTIST

CONTACT ME

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PROFESSIONAL SUMMARY

Art Director & 3D Visual Artist with over 25 years of experience spanning comics production, brand design, immersive media, and virtual production. Expert in leading creative direction, developing design systems, and delivering compelling visual experiences across digital, 3D, and interactive platforms. Proven ability to bridge art and technology from environment design and motion graphics to real-time LED volume production while mentoring talent and driving cross-disciplinary collaboration for global brands, cultural institutions, and virtual production studios.

WORK EXPERIENCE

LUCY XR 2023 - 2025

ART DIRECTOR · NEW ORLEANS, LA

Lead environment design and visual direction for LED volume productions using Unreal Engine. Create concept art, background design, and motion graphics to support cutting-edge virtual production. Collaborate with cross-disciplinary teams to align artistic vision with technical workflows.

LOYOLA UNIVERSITY NEW ORLEANS 2022 - 2023

ADJUNCT PROFESSOR · NEW ORLEANS, LA

Taught courses in Illustration, Design, and 3D for Design. Mentored emerging artists in developing concept art, illustration, and 3D projects. Guided students through the fundamentals of Blender, Cinema 4D, and professional production workflows.

SHUTTERSTOCK 2021 - 2023

3D MARKETING DESIGNER · NEW YORK, NY (REMOTE)

Directed visual and concept design for Shutterstock's 3D and AI business units following the TurboSquid acquisition. Developed marketing campaigns and product branding in support of TurboSquid, PixelSquid, StemCell 2, and emerging Generative AI 3D initiatives.

TURBOSQUID 2015 - 2021

DESIGNER · NEW ORLEANS, LA

Joined TurboSquid to lead UI/UX design across multiple product lines, including PixelSquid, Kraken, and StemCell. Developed user flows, interfaces, and design systems that shaped the experience across the TurboSquid product ecosystem. Contributed to overarching brand direction through the company's growth and eventual acquisition by Shutterstock in 2021.

LUCID / FEDERATED SAMPLE 2013 - 2015

ART DIRECTOR · NEW ORLEANS, LA

Directed design and branding for Federated Sample and Fulcrum products, ensuring consistent visual identity across print, digital, and event platforms. Produced marketing collateral and conference materials, and supported website design to strengthen product positioning and client engagement.

PAST EMPLOYMENT

NAKED PIZZA 2009 - 2011

INTERACTIVE STRATEGIST · NEW ORLEANS, LA

STULLER 2005 - 2009

MARKETING WEB DESIGNER · LAFAYETTE, LA

CROSSGEN ENTERTAINMENT 2002 - 2003

GRAPHIC DESIGNER - TAMPA, FL

WILDSTORM / DC COMICS 1998 - 2000

PRODUCTION ARTIST - LA JOLLA, CA

EDUCATION

UNIVERSITY OF LOUISIANA AT LAFAYETTE 1992 - 1996

B.A. FINE ARTS & HISTORY

Dual concentrations in European History (Collapse of Europe 1914-1944, Dr. Robert Gentry) and Fine Arts (Drawing & Printmaking, Prof. Thomas Secret). Developed a strong foundation in visual composition, traditional media, and critical analysis — skills that continue to inform my approach to design, storytelling, and creative direction.



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PROFESSIONAL SKILLS

3D & MOTION:

CINEMA 4D, BLENDER, UNREAL ENGINE, HOUDINI, X-PARTICLES, OCTANE, REDSHIFT, ARNOLD

Advanced Cinema 4D practitioner with deep expertise in MoGraph, effectors, and scene and render optimization. Experienced in environment design, motion graphics, particle simulations, and cinematic rendering for both real-time and offline production pipelines. Expert-level Octane Render practitioner with deep command of nodal materials and shader graphs, volumetrics and VDB workflows, and complex lighting and HDRI environment setups.

DESIGN & MEDIA

ADOBE PHOTOSHOP, ILLUSTRATOR, INDESIGN, AFTER EFFECTS, PREMIERE PRO, SUBSTANCE

PAINTER/DESIGNER, DAVINCI RESOLVE

Strong background in image editing, illustration, branding, and graphic design, with additional expertise in compositing, video editing, and color grading across print and digital media.

UI/UX DESIGN

FIGMA, SKETCH, ADOBE XD — PROTOTYPING, WIREFRAMING, USER FLOWS, VISUAL DESIGN SYSTEMS

Skilled in creating intuitive interfaces and user experiences across web and product platforms. Experienced building design systems, component libraries, and interactive prototypes from concept through handoff. Worked across the full UX spectrum — from user flows and wireframes to high-fidelity visual design — on consumer-facing 3D and AI products including PixelSquid, Kraken, and StemCell.

CORE STRENGTHS

ART DIRECTION, MOTION & ENVIRONMENT DESIGN, BRANDING & GRAPHIC DESIGN, CONCEPT ART,

IMMERSIVE MEDIA, VISUAL STORYTELLING

Adept at leading creative teams and mentoring emerging talent, developing concepts from ideation to execution, and building cohesive design systems across brand, product, and immersive media. Experienced integrating traditional design craft with emerging technologies, including AI and generative media, for compelling, cross-platform storytelling.

SOCIAL

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