

EDDIE DOMINGUEZ

Lead Environment Artist | Cinematics | Technical Art

+1-(604)-910-4949 @ eduardoarturod@gmail.com

linkedin.com/in/eddom eduardoarturod.wixsite.com/portfolio

Vancouver, Canada

SUMMARY

Lead Environment Artist with over 12 years experience in the gaming industry. Specializes in environment art, proficient in 3D modeling tools, blueprint scripting and passionate about creating stories through immersive worlds.

AREAS OF EXPERTISE

Environment Art · Team Leadership · Level Art · Level Design · Composition · Lighting ·

Unreal Engine 5 · Autodesk Maya · Substance Designer & Painter · Blender · Zbrush

EXPERIENCE

Principal Environment Artist08/2024 - 08/2025

Cloud ChamberCanada

- Led principal-level art development in Unreal Engine 5, creating benchmark environments that set standards for visual quality, composition, lighting, and performance.
- Designed cinematic sequences with UE5 Sequencer, guiding environment composition, camera work, and lighting to support both narrative and gameplay goals.
- Streamlined pipelines with Technical Art and Engineering. Developed kits, libraries, and tools for efficiency, scalability, and consistency.
- Partnered cross-disciplinary (Design, Lighting, FX, Tech Art) on look development and prototyping, troubleshooting in-engine issues, and ensuring environments met both artistic fidelity and performance constraints.

Lead Environment Artist06/2020 - 05/2024

Phoenix LabsVancouver, Canada

- Spearheaded the Dauntless Reforged overhaul, where we redid every level in the game and turned it into a refreshed open world system. Outside of environment work, directed the look, optimization and level design of 10+ new levels, as well as supported tech art in implementation and optimization.
- Coordinated a team of environment, VFX, concept, sound artists and designers for the Radiant Escalation and Gauntlet seasons where we created 6 new levels with new systems for dynamic environmental storytelling.
- Fostered connections with player communities, collaborating to turn out-of-bounds issues into Easter egg opportunities, noticeably increasing player interaction with new releases.
- Lead a team of Environment Artists from the ground up for an *Unannounced Title* where we created an extensive stylized open world with a real unique feel.

Cinematic Level Artist04/2018 - 06/2020

The Coalition StudioVancouver, Canada

- Worked as a Level artist for Gears of War 5 responsible for the visual design of several levels, game assets, cinematic composition and integration.
- Acted as a Cinematic Level Artist for the Gears 5: Hivebusters DLC, focusing on level art, composition, lighting passes, tooling, materials, blueprint support, and optimization.
- Coordinated between environment art, technical art, layout and game design to achieve ambitious visual goals, and integrating everything within Unreal Engine.



KEY ACHIEVEMENTS

Innovative Art Pipeline Implementation

Pioneered a new art pipeline that reduced production times and optimized team workflow.

Japanese Government MEXT Scholarship

First Dominican awarded the Japanese Monbukagakusho scholarship for a technical degree. Later received the scholarship again for a bachelor's degree.

INTERESTS

Environment Storytelling

Enthusiastic about exploring innovative ways to enhance narrative through interactive and dynamic systems.

Tabletop World Building

20+ years passion of creating multitude of worlds for tabletop games with an absolute drive to continue telling stories through environments.

Painting

Keen painter, specializing in exploring the darker side of the human condition, lighting, and colors, fueling inspiration for game environments.

LANGUAGES

Spanish	Native	●●●●●
Japanese	Proficient	●●●●●
English	Proficient	●●●●●

EDUCATION

Bachelor in Media Science

Tokyo University of Technology

04/2011 - 04/2013Tokyo, Japan

Technical in 3D Art

Nippon Kogakuin College

04/2009 - 04/2011Tokyo, Japan

EXPERIENCE

Lead Environment Artist

04/2016 - 05/2018

Fuji&Gumi Games

Tokyo, Japan

- Worked as the Lead Environment, Weapon, and Props Artist for the mobile JRPG "[Phantom of the Kill](#)".
- Designed, created, and supervised the creation of levels, gear, weapons, and characters.
- Lead a team of five artists and designers.
- Coordinated and reviewed outsourced work from three other companies in Japan.
- Supported the team with technical tooling by creating an extensive asset library and management tools to improve the project's pipeline.

3D Artist

04/2013 - 04/2016

Media.Vision

Tokyo, Japan

- Worked as a "generalist" in various areas including Environmental Art, Character Modelling, UX Design, Localization, and Video Editing.
- Managed and trained a team of 5 environment artists and level designers.
- Worked on a multitude of titles for different platforms, including: [Valkyria Chronicles 4](#) • [Summon Night 6: Lost Borders](#) • [Digimon Story: Cyber Sleuth](#) • [Shining Resonance](#) • Magic & Cannon.