

MARSHAL FONTAINE

(904) 540-9989 | Marshal.Fontaine@gmail.com | Portfolio | LinkedIn

PROFESSIONAL SUMMARY

OVERVIEW

Multidisciplinary design leader with 20+ years of experience spanning film, broadcast, games, AR/VR, and emerging tech. Known for creating intuitive interfaces, motion systems, and high-impact visuals for globally recognized brands. Expert at turning abstract ideas into clear, compelling design solutions — from product UI to cinematic storytelling. Equally comfortable in blue-sky concepting and production-ready execution. Passionate about using design to elevate user experience and bring innovation to life.

CORE COMPETENCIES

Creative Leadership – Art direction, team management, and cross-functional collaboration

Brand Systems & Narrative Design – Visual identity, scalable frameworks, and story-driven strategy

Motion Design & Immersive Media – 2D/3D animation, spatial storytelling, and cinematic presentation

Interaction & Product Design – Intuitive UI/UX, prototyping, and product experiences across emerging platforms

Cross-Disciplinary Versatility – Blending illustration, AR/VR, and emerging tech to solve complex challenges

KEY ACHIEVEMENTS

- 6 U.S. patents in interface design, spatial interaction, and immersive systems
- 10+ global product releases across Apple, Qualcomm, Magic Leap, and Autodesk
- Developed UI/UX for emerging platforms: XR1 headset, G3x handheld, Magic Leap One, and Snapdragon Digital Chassis
- Built motion systems and product demos that supported multi-million-dollar launches and internal R&D initiatives
- Directed broadcast and digital campaigns for national brands, streamlining pipelines and scaling production
- Expertise spans real-time interaction, cinematic storytelling, and future-forward product design

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PROFESSIONAL EXPERIENCE

Freelance Art Director | MFCreat

Florida | 2023 - Present

- Serve as Freelance Art Director and Designer under MFCreat, leading visual strategy, storytelling, and cross-disciplinary design across motion graphics, UI/UX, spatial interfaces, and product visualization for tech, AR/VR, and media clients
- Continue to evolve personal IP and client-facing work under the MFCreat banner, with a focus on narrative-driven design and cross-disciplinary storytelling

Senior UI Designer | Qualcomm

Florida | 2021-2023

- Led UI/UX design for the Snapdragon XR1 Augmented Reality headset, from early concepts to final implementation, helping define interaction models and the visual language for spatial computing
- Designed user flows, wireframes, prototypes, and high-fidelity motion studies to support immersive experiences on XR1 and Snapdragon Spaces
- Delivered UI and visual design for the Snapdragon G3x handheld gaming device, in-car interfaces for the Snapdragon Digital Chassis, and other next-gen platforms
- Created motion graphics, edited sizzle reels, and developed early visual concepts for tech demos, presentations, and launch events
- Collaborated cross-functionally with engineering, product, and marketing teams to deliver high-impact visuals across XR, mobile, gaming and automotive platforms
- Awarded U.S. Patent D1030782 for contributions to the XR1 headset UI design

Senior UI Designer | Magic Leap

Florida | 2013-2020

- Led visual and interaction design for the Magic Leap One interface, shaping spatial UI paradigms and immersive 3D navigation systems
- Designed and animated LED light behaviors for headset, controller, and power pack, translating system logic into intuitive visual feedback
- Produced high-fidelity 3D renders and animations to visualize industrial design concepts, support product storytelling, and align cross-functional teams
- Developed interaction prototypes across multiple modalities (hand, body, head, room-centric) and contributed to Magic Leap's onboarding and in-device UX
- Collaborated with engineers, researchers, and product teams to develop concepts and production-ready UI/UX solutions for real-time AR environments
- Awarded 5 U.S. patents for AR interface innovation
- Developed early prototypes and visual concepts to explore spatial UI, interaction models, and user flows for a then-theoretical AR device

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PROFESSIONAL EXPERIENCE (CONT'D)

Lead Motion Designer | ABN

Florida | 2009-2013

- Directed the creative team in delivering broadcast commercials and digital signage for national automotive brands, consistently exceeding client expectations
- Provided art direction, mentorship, and training, raising the creative quality while ensuring brand consistency across deliverables
- Designed and automated a production pipeline, enabling users to trigger entire broadcast packages via a single command-line script.

Stereoscopic Lighting and Compositing TD | Sony Pictures Imageworks

California | 2009

- Contributed to the production of the 3D feature film G-Force, converting 2D film plates into stereoscopic 3D and compositing shots to meet high-end theatrical standards
- Collaborated with a fast-paced VFX team to ensure depth accuracy, visual consistency, and final shot polish for stereoscopic delivery

Quality Assurance Engineer | Apple

California | 2003- 2008

- Contributed to the design, testing, and launch of several first-generation creative tools including Motion, Aperture, and Shake, as well as multiple major updates across the Pro Apps suite

Applications Engineer | Autodesk

New York | 2000- 2003

- Delivered training, workflow consulting, and live demos of Combustion software to post-production studios, VFX houses, and trade events, while providing real-world feedback to product teams for ongoing development

RELEASES

Contributed to the release of Snapdragon XR1, Magic Leap One, Apple Motion, Shake, Aperture, Final Cut Pro, and Autodesk Combustion

PATENTS

- Selecting Virtual Objects in a Three-Dimensional Space
- Augmented Reality System Comprising Light-Emitting User Input Device
- Interactions with 3D Virtual Objects Using Poses and Multiple-DOF Controllers
- Display Panel or Portion Thereof with a Graphical User Interface
- Display System or Portion Thereof with Graphical User Interface