

CG Generalist

DIEGO FERNÁNDEZ GOBERNA

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Introduction

I have always been very interested in Computer Graphics and Art in general, always studying and experimenting with both of them, from child drawing to my first computer graphic 14 years ago, until today. My passion for computers lend me to get a Master's Degree in Computer Engineering, and this engineer-artist duality makes me versatile and capable with most of problems and tasks.

I am very interested in working on experimental and live action projects, challenging and visually appealing, hoping to learn, improve my skills and help as much as possible, always with optimism and productivity side by side.

Work Experience

Matte Painting Supervisor, Dygra Films A Coruña, Aug 2008 - Today

Matte paintings and pipeline design of the department, in the film "Holy Night!".

Photoshop, Maya & Fusion. <http://dygrafilms.es>

Mattepainting Senior, Ilion Animation Studios Madrid, Oct 2007- May 2008

Working closely with lighting and FX departments and film directors. Besides of painting matte paintings, I designed the department pipeline and managed all the technical needs (creating 3d skies, camera mappings, scene setups...) and the department coordination, time schedules, etc. for the feature film "Planet 51".

Photoshop, 3D Studio Max & Nuke. <http://ilion.com>

TV Ad. Campaign against Malaria (Red Cross) Barcelona, Sep 2007

30 secs ad for TV, done entirely in 3D and completed in 7 days.

Softimage XSI, Photoshop. <http://happyendpictures.com>

CG Generalist, Bren Entertainment Santiago de Compostela, July 2005- July 2007

Worked 2 years on the feature film "Donkey Xote", changing of department through the production, and solving many set shading issues.

- Character and set textures, mapping and shading. Specific set lightings.
- Mattepainting and camera projections.
- Scripting and tools for lighting and render depts.

Softimage XSI & Photoshop. <http://bren.es>

CG Generalist, Gargore Vigo, March 2004- June 2005

- 3D Characters for the videogame "Heroes of Might and Magic V", for Nival Interactive and Ubisoft. Modeling, mapping, texturing, setup and skinning of main characters, low and high resolution.

Maya, Lightwave & Photoshop. <http://gargore.com>

CG Generalist, Freelance Vigo, 2002- 2007

Several freelance projects.

- **Trenes** (<http://diego.goberna.net/trenes>). Native iPhone/ iPod Touch application.
- Visual content and programming of flash videogames for A Xunta (Galician Government) <http://edu.xunta.es/xogos/>
- VFX for B movie "Maldito Bastardo!". <http://malditobastardo.net>
- Design and programming of websites (with administration sections):
 - + <http://feiss.be> Personal website
 - + <http://sergiocasas.net/> Personal website of Sergio Casas
 - + <http://jorgefuentes.net> Personal website of Jorge Fuentes
 - + <http://fimar2006.com> International Sea Fair 2006
 - + <http://lembranzasgalegas.com> Traditional dance group official website
 - + Web 2.0 application for client managing (private website)

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Formation

Bachelor in Computer Engineering University of Vigo — September 1996- June 2003

End of Degree Project (Linux, C++, OpenGL, Leda, Latex):

“Topological data processing. Conversion from height-maps to vectorial representation”

A C++ library with Computer Vision and Image Processing tools to automatically identify buildings out of grayscale height-maps, and translate the 2d information to classified 3d data.

Knowledge

COMPUTER GRAPHICS

- 2D: Photoshop, Shake, Fusion, Nuke, Gimp, Painter, After Effects, Premiere, Aura
- 3D: Softimage XSI, Maya, 3DSMax, Lightwave, Mudbox

PROGRAMMING

- C/C++, ActionScript, Java, PHP, Javascript, HTML, CSS, SQL
- MEL, Python, VBasic
- Libraries OpenGL, GTK, LEDA, STL, SDL
- Software C++ Builder, GNU/gcc, Visual C++ 6.0, Visual Basic

INTERNET

- PHP, Javascript, Ajax, Flash, MySQL

References

Dygra Films

production@dygrafilms.es

Please ask for:

- Juan Carlos Pena, Production Director
- David Rubín, Director

Ilion Animation Studios

(+34) 000 000 000 - ilion@ilion.com

Please ask for:

- Julián Romero, Art Director (julian.romero@ilion.com)
- Fernando Juarez, Art Supervisor (fernando.juarez@ilion.com)
- Jose Antonio, Production Director (xxx@ilion.com)

Bren Entertainment

(+34) 981 528 200 - bren@bren.es

Please ask for:

- Jaques Isaac, Technical Director (j.isaac@bren.es)
- Alberto Neira, Production Director (a.neira@bren.es)

Gargore

gargore@gargore.com

- Julio Iglesias, Art Director (j@gargore.com)