

Diego F. Goberna

Digital Matte Painter

E-Mail: diego@feiss.be Website & online portfolio: <http://feiss.be>

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.

Production Experience

(Undisclosed Animated Film) *Mar 2013 – Apr 2013*

Matte Painter – Lightbox Entertainment

- Matte paintings for upcoming animated movie trailer
- Photoshop.

Stargate SG-1: Unleashed trailer *May 2012 – June 2012*

Matte Painter – Ordino Studios / Metro Goldwyn Mayer

- Realistic & Sci-Fi matte paintings for game cinematics
- Photoshop.

BBC Olympics 2013 commercial *Mar 2012 – May 2012*

Matte Painter – Passion Pictures / BBC

- Realistic matte paintings for official BBC Olympics commercial.
- Photoshop.

The Pirates! In an Adventure with Scientists! *Jan 2011 – Jan 2012*

Matte Painter – Aardman Animations Ltd. (Bristol, UK) / Sony Pictures Animation

- 3D Stereoscopic Stop Motion feature film released worldwide in March 2012.
- Worked in more than 100 matte paintings and diffuse texture projections for hundreds of Victorian buildings out of photographic material.
- Photoshop, Nuke.

Planet 51 *Oct 2007 – May 2008*

Lead Matte Painter – Ilion Animation Studios (Spain)

- Animated feature film released worldwide in 2009, distributed by Sony Tristar
- Worked closely with lighting and FX departments and film directors. Besides of painting matte paintings, I designed the initial department pipeline and managed all its technical needs (camera mappings, scene setups, scripts...)

- Photoshop, Nuke, 3D Studio Max.

Holy Night! *Aug 2008 – May 2009*

Matte Painter Supervisor – Dygra Films (Spain)

- Low budget animated feature film yet to be released.
- Designed Matte Painting department pipeline and tools closely with the 3D Supervisor, and worked on matte paintings, color and light studies. The studio went bankrupt and closed.
- Photoshop, Maya, Fusion.

Donkey Xote *Jul 2005 – Jul 2007*

3d Generalist & Matte Painter – Bren Entertainment / Filmax (Spain)

- Animated feature film released in 2007
- After working in Character textures, Set textures and hundreds of Camera Projections, I also helped Lighting and Render departments with custom toolbars and scripts. Then I switched to the Matte Painting department, helping to finish the production in time with traditional and 360 skies.
- Photoshop, Softimage XSI.

Skills

- Photoshop (high proficient), Nuke (proficient), Maya, Softimage XSI, Vue, 3D Studio Max.
- Traditional drawing experience, perspective, shading, composition.
- Photoshop photo manipulation and compositing, realistic textures.
- Photoshop scripting, Nuke scripting, MEL, Python, Javascript.
- High proficient in Linux, Macintosh and Windows systems.

Education

Master's Degree in Computer Engineering *Sep 1996 – June 2003*

University of Vigo (Spain)

- Degree end project based in Computer Graphics and Computer Vision.

References

The Pirates! In an adventure with scientists

- Alfred Llupia (Matte Painting Supervisor): alfred.llupia@gmail.com

Planet 51

- Julian Romero (Art Director): julian.romero.munoz@gmail.com

Donkey Xote

- Sergio Casas (Matte Painting Supervisor): jiasaer@gmail.com

Please don't hesitate to ask for further information or any question.

E-Mail: diego@feiss.be Phone: **0034 637796692** Website & online portfolio: <http://feiss.be>