

Diego Fernández Goberna

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Experience in Virtual Reality

Mozilla - Product Designer Jun 2020 - Aug 2020

Product Designer of the [Firefox Reality](#) VR Browser, replacing a design studio and substantially improving the workflow and the design cycle.

Mozilla - Technical Artist Sep 2019 - Aug 2020

Worked in the Mozilla Mixed Reality Content Team. We tried to foster the WebXR ecosystem, making demos, writing [articles and tutorials](#), improving the existing tools and creating new ones, like Blender add-ons.

- WebXR demos: [Hello WebXR!](#), [Jumpy Balls](#), [Foxr Run!](#).

Supermedium - Art Direction Sep 2017 - Sep 2019

Concept art, design and programming in the Supermedium VR Browser, websites, WebVR Apps and A-Frame components.

- WebVR experiences: [Beat Saver Viewer](#), [Moon Rider](#), [Night Sky](#), [Supercraft](#), [Sound Boxing](#), [Gunters of Oasis](#), [SuperSays](#).
- A-Frame Components: [aframe-particle-player](#), [aframe-super-keyboard](#), [aframe-super-shooter-kit](#), [aframe-environment](#).

Mozilla - Technical Artist Sep 2016 - Sep 2017

Worked in the [Mozilla VR team](#). Responsible for all the visual aspects of the main WebVR experiences made in that time, and contributed in the code.

Also, researched and made concept art around different potential areas and products.

- WebVR experiences: [A-Painter](#), [A-Blast](#), [A-Saturday-Night](#).

Experience in Movies, Commercials and TV

For **11 years (2005 - 2016)** I was involved in many TV and cinema projects. From being full-time in big studios of 400 people to freelancing, I worked on many different departments, environments, visual styles and constraints. I consider myself a generalist, but with a strong focus in matte painting and concept art. Please **see portfolio at** <http://feiss.be>.

Feature Films: Shawn the Sheep the Movie (Aardman), Capture the Flag (Lightbox), The Pirates! In an Adventure with Scientists! (Aardman), Holy Night! (Dygra), Planet 51 (Illion), Donkey Xote (Bren)

Commercials: Pocoyo TV series, Coca-Cola, Gazprom, Seat, Nescafe, Kia, Stargate SG-1, BBC Olympics 2012, among others.

Experience in Videogames and Apps

Involved in multiple small indie titles and game jams. Passionated about making small games (programming, art and sound) under tight constraints.

Heroes of Might and Magic V, Zoi (web & iOS), Trenes (iOS), Chinchón (iOS, Android, Windows & Mac), among others.

Education

Master's Degree in Computer Engineering Sep 1996 - June 2003

University of Vigo (Spain)

- The Master's Degree project was based in Computer Vision and Algorithms (C++).
- The Bachelor's Degree project was a 3D editor for building scenes (C++, OpenGL).

Skills

- Traditional media, Off-line Rendering, Real-time Rendering (OpenGL, GLSL), CG and Computer Vision algorithms, full-stack Web technologies, UI/UX design.
- Languages: Javascript, C/C++, Python, PHP, Lua, Objective-C.
- Software (usage and scripting): Blender, Nuke, Maya, 3D Studio Max, Houdini, Photoshop, After Effects.