Fernando Ramallo

Technical Artist · Creative Technologist

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I'm an expert **Games Developer and Technical Artist** with 15+ years of experience in the **Games, XR and Creative Tech** industries developing realtime audiovisual experiences, museum displays, art installations, videogames and creative software.

My work has been featured in museums and festivals worldwide and I collaborated with companies like **CTRL-Labs, Google, and Meta** to develop new creative experiences.

I believe in human-centered uses of technology and help organizations make high quality, joyful interactive work. My background as a visual artist, musician and dancer makes my work playful, experimental and creative and I thrive when collaborating with others.

I'm self-directed and a quick learner. I love people and sharing skills. I strive to be patient, approachable and a positive presence.

SKILLS

- Shaders and Technical Art (Expert)
- C#, TypeScript, GLSL, Javascript, Python
- Three.js, WebGL, WebGPU
- Agentic Coding (Codex/Claude CLI, Antigravity)
- UX, UI, Interaction Design
- Game Design and Prototyping
- Game Development
- Graphic Design & Art Direction
- Unity (Expert)
- Houdini, Unreal (Basic)
- Adobe CS, After Effects, Resolve, Affinity
- 3D Modeling and Animation (Blender)
- Git, Subversion, Github Actions, CL/CI
- Processing, P5, openframeworks
- Bash, RegExp
- Arduino, Microcontrollers

EXPERIENCE

Technical Art — Supernatural XR, Meta

2024 – 2025

I collaborated with a small team at Supernatural (Meta), providing Technical Art and Rapid Prototyping for an unannounced XR experience. My role involved quickly iterating on playable proof of concepts, designing new body-based interactions and delivering performant, beautiful visual effects.

Creative Software for Mobile — *Doodle Studio*

2023

I created a tool for iPad for creating 3D game worlds by drawing. It features procedural placing tools and intuitive UX for anyone to make game environments in a fun, easy way using a tablet and pencil. I developed a prototype for iOS.

VR Visual Effects — Stranger Things XR 2023

I provided visual effects for an XR experience for the Meta Quest 2/3 VR headset based on the **Stranger Things** IP. I created effects using the headset's passthrough technology to break apart the walls around player's room.

Interactive Music Video — *We Are OFK* 2022

I provided Technical Art work for the independent virtual-band videogame ***We Are OFK.*** I created an interactive music video with visual effects, Timeline animation and gameplay programming.

Interactive Mobile Artwork — Trienalle Game Collection 2022

I was invited to produce an expressive, experimental game for the **Milan-based Trienalle interactive exhibit**. My piece *We Are Poems* is "a swim through the queerest region of deep space where its inhabitants float and gravitate in bountiful joyous explosions of light".

VR Interactive Storytelling — Scatter 2023

I helped implement an interactive art installation using volumetric video and VR.

Prototypes for Holographic Displays — Looking Glass Factory 2018-2021

As client work for **Looking Glass Factory** I prototyped new interactions and applications for their holographic display, including Leap Motion interactions, creative tools and renderers.

R&D Interaction for Neural Interfaces — CTRL-Labs 2018

I prototyped interactive audiovisual environments using a neural interface for CTRL-Labs's custom hardware in New York City.

Commercial Plugins for the Unity game Editor 2018-2023

I designed and developed **Doodle Studio 95!**, a hand-drawn animation tool extension for the Unity Editor to quickly create animated 2D assets without external software, released on the Unity Asset Store.
I also co-created **Raymarching Toolkit for Unity**, a plugin for for working with raymarching, a novel rendering technique, without having to code, using visual components and tools to manipulate beautiful mathematical shapes and fractals. The plugin was available in the Unity Asset Store as a commercial package.

VR Multiplayer Protoypes — Normal VR 2018

I prototyped multiplayer interactions for **Half + Half**, a multiplayer game about fun and connection for the Meta Quest.

VR Technical Artist — Google 2017-2018

Tilt Brush is a VR application for drawing and sketching in 3D.

I joined the team at Google in San Francisco and New York to prototype interactions and develop an **open-source toolset** for importing content into Unity. I developed templates and examples for using 3D drawings as games, stories and animations.

VR Prototypes for the HTC Vive headset 2016

I prototyped applications in room-scale VR for experiential audiovisual experiences.

- PANORAMICAL VR, manipulating parameters and affecting the environment and music around the player. **[Video]**
- IMPOSSIBLE SCULPTOR, creating sculptures, surfaces and spaces using signed distance functions, the user manipulates complex mathematical 3D shapes with an intuitive, playful room-scale interface.

Interactive Artwork and Published Videogame — PANORAMICAL 2012-2016

Co-creator, Lead Designer, Artist and Programmer.

Website

My biggest project to date, PANORAMICAL is a collection of interactive abstract musical landscapes, released on PC & Mac in August 2015.

I oversaw the entire production, prototyped and produced intuitive interfaces for multiple devices (including MIDI controllers), implemented easy-to-use tools to facilitate improvisational feel-based content creation, worked with guest artists to create special content, designed press material and programmed the game's functionality to work cross-platform.

Showcased at 40+ museums, festivals and events around the world, including the **SF MoMA**, **SIGGRAPH**, the **EMP Museum**, and the **Independent Games Festival**.

- Nominated for Grand Prize at AMAZE 2013, Berlin, Germany
- Nominated for Best Audio, Nuovo Award and Best Visual Design, Independent Games Festival at the Games Developers Conference 2016, San Francisco, CA
- Winner of Best Sound Design, AZPlay Festival 2015, Bilbao, Spain

Procedural Water Effects — *Wheels Of Aurelia* 2016

I was hired to create a foam and shore water effect with an intuitive authoring interface for tweaking parameters, for the game 2016 narrative driving game ***Wheels of Aurelia***.

Trigger-based Tools for Visual Programming — *Oikosludi Project* 2016

I created a customized suite of tools for visual programming that complement the Unity Editor to allow composer David Kanaga to create an entire game without code.

- Simple workflow of placing Triggers in 3D space and determining actions using a visual interface (e.g. play a sound, move an object).
- Multiple ways to control audio effects with player-controlled parameters.
- Intuitive, context-aware UI that changes depending on the selections with helpful tooltips and warnings.

Interactive Art Curator — *Weirdkids* Collective 2014

I co-founded a Berlin-based art collective called **Weirdkids** focusing on abstract interactive digital work and noise music creators.
I helped curate multiple showcases of digital creators' strange trance-inducing installations taking place at the derelict boiler room of a riverside industrial club.

Game Development and Publishing — Independent 2010-2014

I worked on several small projects and prototypes and experimented with new game mechanics and interfaces.
I showcased work at multiple festivals and games events around the world and released several titles, including:

- *Dependant*, a sliding puzzle game.
- *Cardboard Box Assembler*, a puzzle game about box-shaped worlds, published by Adult Swim Games.
- *Snaaaaake!*, an arcade game about being a giant snake, published by Adult Swim Games.

Game Designer — QB9 Games 2008-2010

I worked as a Game Designer, involved in over 18 published game projects for PC, Web and Consoles. My roles included generating pitches and Design Documents, developing prototypes, creating tools and scripts to simplify production and balancing difficulty and scores.

SPEAKING

Panelist - Tech Toolbox - 2018
GDC Games Developer Conference, San Francisco, CA. (**Video**)

Talk - Doodle Studio Pro 95: an Animation Tool - 2017
Fantastic Arcade, Austin, TX

Panelist - Musical Manipulation in Videogames - 2016
Killscreen Festival, New York

Talk - Playful Tools For Abstract Worlds: Creating PANORAMICAL - 2016
Indiecade East, New York

Talk - Discovering the audiochromatic cosmology of PANORAMICAL - 2015
SIGGRAPH, Los Angeles

Workshop - Basic shaders and prototyping in Shadertoy.com - 2015
Screenshake, Antwerp

Workshop - Experimental interfaces for interactive work - 2013
Virgin Media Game Space, London

Guest Speaker - USC School of Cinematic Arts
Los Angeles. Prof. Richard Lemarchand's class.

Guest Speaker - NYU Game Center
New York. Prof. Toni Pizza's class.

Guest Speaker - Parsons School Of Design
New York. Prof. Coleen Macklin's class.

TEACHING

Class - Shaders Demystified: Graphics code as material for visual artists - 2026
School for Poetic Computation, Online (**Syllabus**)

Workshop - Making games with Doodle Studio 95 - 2018
Now Play This, London

Workshop - Experimental interfaces for interactive works - 2013
Virgin Media Game Space, London

Workshop - Throw Some Shade: Shaders For Dummies - 2015
Screenshake, Antwerp

Workshop - Making games with Doodle Studio 95 - 2018
Now Play This, London

Workshop - The Malleable Computer - 2019
School for Poetic Computation, New York. (**Syllabus**)

Teaching Assistant - Scrapism - 2018-2019
School for Poetic Computation, New York. Prof. Sam Levigne. (**Syllabus**)

EDUCATION

Bachelor's in Audiovisual Design (2009-2014)

Universidad de Palermo. Buenos Aires, Argentina

Houdini Beginner, Production Masterclass - 2025
Everything Procedural Conference. Breda, The Netherlands

Multidisciplinary Arts Program - 2017
School For Poetic Computation. New York

MISC

I'm authorized to live and work in the United States and the EU.