

# Nahuel Basterretche

@nahbaste

## Profile

Designer & developer working with digital interactive products. In both advisory and leadership capacities, I bridge the gap between visual requirements and technical limitations, providing technical support to high end projects.

## Where to find me

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## Employment History

### Creative Technologist - Freelance

July 2023 - July 2024

- Assist with project pitches. If required, carry out prototypes or proof of concept to support presentation to clients. Answer clients technical questions or assist in the presentation.
- Advice studios on suitable tech stacks according to project needs, or simply work as developer with real time engines. Specialized in XR prototyping and UI development.
- Clients: Territory Studio, Royal College of Art, LeCube.

### Tech Lead - Final Frontier

July 2022 - July 2023

- Assess technical capabilities of different areas of immersive technology and carry out projects in conjunction with CG artists and developers.
- Pitch creative ideas for incoming briefs and help lead the pitch alongside the director, producer, and any others involved.
- Lead the development team, outlining their responsibilities, allocated times, and tasks.

### XR Developer - Freelance

June 2021 - July 2022

- Join ongoing projects or plan the roadmap for the development of new ones.
- Help clients figure out which tool and platform best suit their needs.
- Collaborate with multidisciplinary teams where I'm often a bridge between the UX/UI or Art teams and developers.

## Skills

- **AI generative systems**  
Commercial & Open Source models, training, inpainting, video generation
- **Extended Reality**  
Social AR, WebAR with 8th Wall and ThreeJS, Meta & Microsoft XR SDKs for Unity
- **Online Gaming Platforms**  
Design, development of Roblox experiences, working knowledge of Fortnite and Minecraft
- **Real Time Engines**  
OOP programming in C# / unity. Unreal Engine blueprints and C++
- **3D Design**  
Modeling in Autodesk Maya, working knowledge of rigging and texturing
- **Physical Computing**  
Microcontrollers (Arduino, Raspberry Pi), sensor integration & data acquisition, IoT-HCI

## Education

### Information Experience Design MA, Royal College of Art

September 2023 - August 2024

IED is the creative practice of intervening in, designing and generating experiences of complex ideas and phenomena using data and experience design. It spans a wide variety of mediums, from XR and digital interactive experiences to installations making use of lighting, projections and physical computing.

### Graphic Design, University of Buenos Aires

March 2014 - December 2020

## Workshops & Events

### Speaker at UADE - Interactive Design Degree Launch Event

September 2022

### Reality Hack, Massachusetts Institute of Technology

February 2022

### Online XR Hackathon, Meta

October 2021

## Languages & Citizenship

- **Spanish** Native Speaker
- **English** IELTS - C2
- **German** Goethe-Zertifikat B1
- **Argentinian**
- **Italian**
- **London based**