

# Nahuel Basterretche

London, United Kingdom

LinkedIn: nahbaste | nahbaste.com | nbaste@gmail.com

## ABOUT ME

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I'm a Real-time engine generalist specializing in applications for high-profile creative studios. Proficient in Unity and Unreal, I combine technical expertise with creative problem-solving to deliver optimized, immersive experiences across platforms and industries.

## CORE TECHNICAL COMPETENCIES

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**Rendering & Shader Development:** Rendering Pipelines, Unity Shadergraph, GLSL/HLSL, Unreal Material

**Game Engines:** Unity (C#), Unreal Engine (Blueprints/ C++)

**3D Content Creation:** Maya, Substance Painter, Procedural Texturing

**Performance Optimization:** Multi-platform rendering, runtime performance tuning

**Version Control:** Git, Perforce

**Extended Reality:** Social AR, WebAR, Meta & Apple XR SDKs

## EXPERIENCE

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### Creative Technologist

Consultant

London

2023-2024

- Develop technical prototypes and proof-of-concepts for high-profile clients
- Provide strategic technology stack recommendations for complex digital projects
- Create performant solutions bridging artistic requirements and technical constraints
- Collaborate with multidisciplinary teams including artists, designers, and engineers
- Clients: Territory Studio, Royal College of Art, LeCube

### Tech Lead

Final Frontier

Argentina

2021-2023

- Led technical development of immersive XR applications with a focus on performance
- Assessed technical feasibility and capabilities XR technologies to deliver immersive experiences
- Collaborated closely with CG artists and art directors to translate creative concepts
- Defined project technical roadmaps, team responsibilities, and development timelines
- Prototyped innovative XR experiences across multiple platforms

### Unity Developer

Freelance

Argentina

2019-2021

## PROFESSIONAL STRENGTHS

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- Proven ability to communicate complex technical concepts to diverse teams & clients
- Expertise in optimizing visual content within performance constraints
- Passion for emerging technologies and innovative digital experiences
- Strong collaborative and problem-solving skills

## EDUCATION

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

2023-2024

*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, Argentina

2015-2020