

# Nahuel Basterretche

@nahbaste

## Profile

Designer & developer working with digital interactive products. Currently undertaking a Masters in Information Experience Design at the Royal College of Art.

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

- [nbaste@gmail.com](mailto:nbaste@gmail.com)
- [nahbaste.com](http://nahbaste.com)
- +44 7383 851402
- [linkedin.com/in/nahbaste](https://linkedin.com/in/nahbaste)

## Employment History

### Creative Technologist - 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.

### Visual Designer - Freelance

June 2018 - December 2021

- Help clients develop a brand that reflects their core values.
- Define a communication strategy and a brand manual detailing the use of the visual language for the brand.
- Design a small number of digital advertising deliverables to kickstart their brand renewal.

## 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. Working knowledge of UE, blueprints and C++
- **Visual Design & 3D**  
Adobe Suite: Ps, Ai, Ae, Xd; UX/UI in Figma, modeling and rigging in Maya and Blender
- **Web Development**  
Vanilla Javascript, React, NextJS, Tailwind CSS, ThreeJS, WebGL

## 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

### Reality Hack, Massachusetts Institute of Technology

February 2022

### Online XR Hackathon, Meta

October 2021

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

September 2022

## Languages & Citizenship

- **Spanish** Native Speaker
- **English** IELTS - C2
- **German** Goethe-Zertifikat B1
- **Argentinian**
- **Italian**
- **UK visa**