

Nahuel Torrez Guzman

Web Developer | Immersive Experience Developer (AR/VR)

Email: nahueltorrezg@gmail.com

Developer with **2 years of experience in Web Development and AR/VR**, working in parallel across both disciplines. Specialized in frontend development using JavaScript frameworks and scalable architecture design. Experienced in graphics engines like **Unity** and **Unreal**, delivering interactive and immersive solutions. Proven track record in leading projects, effective teamwork, and conflict resolution in collaborative, high-paced environments.

EMPLOYMENT HISTORY

SummergoLab, Remote — Software development

May 2022 – Present

Immersive 3D Web Experiences: Developed an interactive landing page for SummergoLab using React Three Fiber and Drei (Three.js libraries). Created a visually immersive space for showcasing company products, enhancing user engagement and brand perception through smooth 3D interactions.

Augmented Reality (AR) Mobile Applications: Built multiple marker- and environment-based AR applications for Android using Unity, Vuforia and AR Foundation. Projects include Billete Bolivia, Summergo App and PlanetARium, each leveraging real-world triggers and 3D models to deliver educational, highly engaging experiences.

Virtual Reality (VR) Experience Development: Designed and developed interactive VR applications in Unreal Engine with Meta XR integration and Blender-crafted assets. Key projects span LeerElCielo and Origin of Life Museum, offering narrative-driven VR storytelling for Meta Quest 2 & 3.

Featured Projects

LeerElCielo (VR): Selected for the Sala Showcase XR at Festival Mediamorfosis in Viña del Mar, Chile (2024)

Museo Origen de la Vida (VR): Permanent museography installation at the Parque Cretácico de Sucre, blending guided VR tours with interactive fossil reconstruction to bring paleontology to life.

Billete Bolivia (AR): Exhibited at the Bienal de Arte Urbano 2022.

Academia Bolivia, Cochabamba — Automation & Systems Maintenance

June 2024 – October 2024

Process Automation & Data Integrity: Developed automations for internal accounting systems using Google Apps Script (JavaScript), ensuring consistency, validity period management, and accuracy of financial data across Google Sheets.

Custom Client Management Applications: Built a client registration system using AppSheet, tailored for institutional use. Additionally, created a prototype application using Microsoft Power Platform with Power Apps & Power Automate.

EDUCATION

Universidad Mayor de San Simón, Cochabamba, Bolivia — Bachelor's Degree in Systems Engineering

2020 – 2025

Engaged in multiple project-based courses, applying both frontend and backend technologies in team-driven environments.

Centro de Educación Alternativa (C.E.A.), Cochabamba, Bolivia — Computer Systems Technician

2019 – 2021

Cochabamba, Bolivia

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GitHub:

<https://github.com/NahuelTG>

LinkedIn:

www.linkedin.com/in/nahuel-torrez-guzman-7b1261248

TECHNICAL SKILLS

Programming Languages:

JavaScript, TypeScript, HTML 5, CSS 3, SQL, Java, C++, Python

Frameworks and Libraries:

React, Next.js, Tailwind CSS, Material-UI, Shadcn, Astro, Bootstrap, Three.js, Android Studio, NeatBeans, Spring Boot

Game/Graphics Engines:

Unity, Unreal Engine, Blender, Effect House

Databases:

MongoDB, PostgreSQL, MySQL, Firebase, Firebase, Redis

Tools & Others:

Git, GitHub Actions, Figma, Jira, Slack, Notion

SOFT SKILLS

Troubleshooting

Leadership

Teamwork

Process management

Adaptability

LANGUAGES

English: B2

Spanish: Native

COMMUNITY CONTRIBUTIONS

JS Bolivia — Active Member

(09/2024 - Present)

SCESI UMSS (Scientific Society

of Systems and Informatics

Students, UMSS) — Active

Member - Vice President

(010/2022 – Present)

UNIVERSITY PROJECTS

Developer

May 2022 – Present

Programming Course Platform: Worked as a frontend developer using React, implementing scalable UI components and collaborating through SCRUM methodology with user stories (HUs). Focused on maintainability and responsive design.

PlataformSimulEducation: Designed a basic system simulation learning platform with integrated collaborative chat and meeting features. Used React with Shadcn for interface consistency and interactivity.

Project Management Platform – Cocoa: Contributed to frontend development with React, enhancing the application of agile methodologies via Jira and Slack for improved project coordination.

EXTRACURRICULAR

Scientific Society of Systems and Informatics Students (SCESI), Cochabamba, Bolivia — Academic Board Member

March 2024 – February 2025

Oversaw the coordination of expert areas within the student society, maintaining constant communication with team leads and ensuring the success of academic projects. Lead organizer of the **Hackathon Firebusters** — galvanized 10+ high-impact teams, enlisted specialized mentors, and curated an expert judging panel to drive innovative solutions against forest fires.

Scientific Society of Systems and Informatics Students (SCESI), Cochabamba, Bolivia — Vice President

February 2025 – Present

Responsible for strategic decision-making and fostering continuous improvement among society members, guiding the direction and impact of the organization. Lead organizer of **FLISoL (Festival Latinoamericano de Instalación de Software Libre)** — the largest free software event in Latin America, with over 200 attendees and community engagement.

SIDE PROJECTS

SCESI Official Website

Website: <https://www.scesi.org>

Contributed to the design and development of the main landing page for SCESI (Scientific Society of Systems and Informatics Students) using Astro and Tailwind CSS. Focused on responsive layout, accessible markup, and clean styling to ensure a smooth and engaging user experience. Worked in a collaborative environment using Git and Figma for design consistency and version control. The site consistently receives over **2.3K visits annually**, with weekly peaks of up to 259 active users. Achieved top-tier Lighthouse scores: Performance 98, Accessibility 95, Best Practices 100, SEO 100.

FLISoL Application

Website: <https://flisol-app.web.app/>

Developed a high-performance landing platform for FLISoL (Festival Latinoamericano de Instalación de Software Libre), prioritizing fast loading times and mobile responsiveness. Utilized Astro and JavaScript for a lightweight and responsive interface, ensuring accessibility and usability across devices during a high-attendance event.

MindAR Interactive AR Demo

Live Demo: <https://midaar.netlify.app/>

Built an interactive AR web experience using React, Vite, and MindAR.js. Designed to recognize specific images and render corresponding 3D models in real time. The project showcased practical applications of AR in web platforms, merging interactive learning and emerging tech.

Pomodoro Web App

Website: <https://pomodorochallenge.netlify.app/>

Created a minimalist Pomodoro timer using Astro, React, HTML, and CSS. The tool allows users to manage focus sessions effectively, incorporating clean UI logic with intuitive controls and visual simplicity.