

# Fernando Ramallo

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**Technical Artist, Creative Technologist, Designer**  
**Unity Expert**

[Portfolio](#)

[Linkedin](#) - [github](#)

I'm an expert **Unity Technical Artist** with 15+ years of experience in the **Games, XR and Tech** industry developing museum displays, art installations, videogames and creative software. My work was featured in museums and festivals worldwide and I've 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.

I also enjoy fitness and travel and had rich experiences living in Buenos Aires, Mexico, New York and Berlin.

## SKILLS

- Game Development (Expert Unity Dev)
- UX, UI Design
- Programming (C#, GLSL, Javascript, Python)
- Game Design and Prototyping
- Shaders and Technical Art
- Graphic Design & Art Direction
- Arduino, Microcontrollers
- Processing, P5, openframeworks
- 3D Modeling and Animation (Blender)
- 2D Animation & Video (After Effects, Resolve, Procreate)
- GIT, Subversion
- Bash, RegExp

# EXPERIENCE

## **Technical Art for 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.

## **Doodle Studio, a games drawing app for iPad (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. It is in prototype stage, available for iOS via TestFlight.

## **VR Visual Effects for 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 for *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 Piece for 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".

## **Interactive Storytelling for Scatter (2023, New York)**

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

## Prototypes for Holographic Displays at Looking Glass Factory (2018-2021, New York)

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 at CTRL-Labs (2018, New York)

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

## VR Multiplayer Prototypes at Normal VR (2018, New York)

I prototyped multiplayer interactions for [Half + Half](#), a multiplayer game about fun and connection for the Meta Quest.

## VR Technical Artist at Google (2017-2018, New York)

Tilt Brush is a VR application for drawing and sketching in 3D. I joined the team at Google 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.

## Editor Extensions for Unity (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 co-created *Raymarching Toolkit for Unity*, a plugin 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 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.

### **Procedural Water Effects for *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 inside the Unity Editor, for *Oikosludi* (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.

### ***PANORAMICAL* (2012-2016)**

**Co-creator, Lead Designer, Artist and Programmer.**

[Trailer](#) [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

### **Interactive Art Collective *Weirdkids* (2014, Berlin)**

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.

### **Independent Games Developer (2010-2014, Argentina and Mexico)**

I worked independently 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. (Design, Programming)
- *Cardboard Box Assembler*, a puzzle game about box-shaped worlds, published by Adult Swim Games. (Art, UI)
- *Snaaaaake!*, an arcade game about being a giant snake, published by Adult Swim Games. (Design, Art, Programming, UI)

### **Game Designer at QB9 Games (2008-2010, Buenos Aires)**

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.

## SPEAKER EXPERIENCE

- **Workshop: Now Play This, London, 2018.** “Making games with Doodle Studio 95”
- **Panelist: GDC Games Developer Conference, San Francisco, 2018.** “Tech Toolbox” ([Video](#)).
- **Talk: Fantastic Arcade, Austin, 2017.** “Doodle Studio Pro 95: an Animation Tool”
- **Panelist: Killscreen Festival, New York, 2016.** “Musical Manipulation in Videogames”
- **Talk: Indiecade East, New York, 2016.** “Playful Tools For Abstract Worlds: Creating PANORAMICAL”
- **Talk: SIGGRAPH, Los Angeles, 2015.** “Discovering the audiochromatic cosmology of PANORAMICAL”
- **Workshop: Screenshake, Antwerp, 2015.** “Basic shaders and prototyping in Shadertoy.com”
- **Workshop: Virgin Media Game Space, London, 2013.** “Experimental interfaces for interactive work”
- **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.

## EDUCATION

Houdini Beginner Production Masterclass, @ Everything Procedural Conference 2025, Breda, NL, Apr 2025.

*Universidad de Palermo, Buenos Aires, Argentina*

**Audiovisual Designer** (Bachelor’s), 2009.

## MISC

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