Nahuel Aparicio

Game Developer &
Gameplay Programmer

Contact

@ nahuel.ap.code@gmail.com

⊙ Barcelona, Spain.

Links

🌐 **PORTFOLIO** in **LINKEDIN**

Languages

Spanish | Native

Catalan | Native

English | B2

Certifications

Driver's License (Category B)

Futsal Coach (FCF, 2020)

English Certificate - St. Andrew's College (2015)

Monitor (El Sol Escola Lliure, 2017)

Children's Activity Instructor Course (Generalitat, 2012)

🎓 Education

Bachelor's Degree in Interactive Digital Content   **2025**
ENTI UB - Universitat de Barcelona

Certificate of Higher Education in 3D   **2019**
Animations, Games and Interactive Environments
Fundación Obicex

💼 Experience

Unity Developer Intership   **2019**
Fundación Obicex
- Developed an educational web-mobile application using Unity (C#).
- Implemented login & registration system with encryption and Firebase.
- Fixed bugs and optimized code for cross-platform functionality.
- Collaborated with a small team, applying version control (Git) and Agile.

💼 Projects

Unity - El Sopla Juego [LINK]   **2025**
Developed a Unity 3D FPS featuring a vacuum weapon; owned gameplay systems (mechanics, physics), quest/dialogue, save/load (serialization), UI integration and performance optimization.

SFML - UDP Shooter Game [LINK]   **2025**
2D online shooter prototype; implemented gameplay-network sync (client-side prediction, reconciliation, lag compensation) and ECS architecture over UDP with an authoritative server.

Unity - Blade Bounty [LINK]   **2024**
3D survivor hack-and-slash where I implemented root-motion character controller, FSM enemy AI, inventory/items and UI/UX.

OpenGL - Mini Engine [LINK]   **2024**
Custom C++ mini-engine with OpenGL showcasing lighting and procedural scene generation.

📖 Skills & Soft Skills

Programming Languages

C#, C++, GLSL / HLSL, JavaScript, HTML5 and Kotlin

Engines & Frameworks:

Unity, Unreal Engine, OpenGL, Phaser and SFML

IDEs

Visual Studio, JetBrains Rider & CLion, VS Code and Android Studio

Design & 3D Tools

Photoshop, Premiere Pro, Illustrator, Blender and 3D Max.

Git, GitHub, GitKraken, Plastic SCM, Trello, Jira and Hack n Plan.

Teamwork	Problem-solving	Creativity	Adaptability
	Critical Thinking	Proactivity	

OTHER WORK EXPERIENCE

- Warehouse Worker | Comercial DOSA (Nov 2023 – Feb 2024)
- Sales Manager | Petardos CM (Seasonal, Jun 2017 – 2023; 2025)
- Lunchtime Supervisor | Various Schools (2018 – 2023)
- Team Coach (futsal) | CE Futsal Cervelló (2017 – 2020)
- Communications Commission | CE Futsal Cervelló (2017 – 2019)