



Nahuel Aparicio

Gameplay Programmer and Game Developer — Combat, AI (FSM), Optimization



[PORTFOLIO](#)



[GITHUB](#)



[LINKEDIN](#)



Barcelona, Spain



+34 658981795



nahuel.ap.code@gmail.com

WORK EXPERIENCE

2019 - FUNDACIÓN OBICEX - UNITY DEVELOPER INTERNSHIP

- 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.

EDUCATION

2025 - BACHELOR'S DEGREE IN INTERACTIVE DIGITAL CONTENT

ENTI UB - Universitat de Barcelona

2019 - CERTIFICATE OF HIGHER EDUCATION IN 3D ANIMATIONS, GAMES AND INTERACTIVE ENVIRONMENTS

Fundación Obicex

PROJECTS

UNITY 3D C# - EL SOPLA JUEGO (SOLO PROGRAMMER), 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.

C++/SFML - UDP SHOOTER GAME, 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 C# - BLADE BOUNTY (GAMEPLAY & AI PROGRAMMER), 2024

Developed a 3D survivor hack-and-slash; implemented root-motion character controller, FSM enemy AI, inventory/items, menus, UI/UX, and a combo meter.

C++/OPENGL - MINI-ENGINE, 2024

Custom C++ mini-engine with OpenGL showcasing lighting and procedural scene generation.

UNITY C# - BETWEEN HELL & HEAVEN (DEVELOPER), 2022

Developed a dash-centric 2D survivor; delivered multiple dash variants, quest/mission flow, JSON save/load, and a QA pass to balance difficulty.

SKILLS

- **Programming Languages:** C#, C++, GLSL / HLSL, JavaScript, HTML5, 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.

SOFT SKILLS

Teamwork Problem-solving Adaptability Communication Critical Thinking
Creativity Attention to Detail Time management Resilience Proactivity

LANGUAGES

Spanish | Native **Catalan** | Native **English** | B2

**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)

**CERTIFICATIONS /
COMPLEMENTARY
STUDIES**

- 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)

LINKS EXTRA

https://nahuelapario10.github.io/portfolio_astro_page/es/



<https://github.com/NahuelAparicio10>



<https://www.linkedin.com/in/nahuel-aparicio-del-blanco-193234327/>
