



Soy Nacho Colorado, diseñador web y desarrollador de videojuegos y aplicaciones móviles, con un enfoque claro en programación.

C#

JavaScript

Python



Arcade

Defiende hordas de aliens para proteger tus cultivos.



Arcade

Un juego sobre un ratón creándose un *setup gaming*



Educación

Una aplicación de aprendizaje para los idiomas de J.R.R. Tolkien



LINKED-IN



GITHUB



Mi Portfolio





Nacho Colorado

Interactive Software Developer

Madrid, Spain | nachocolorado.me | GitHub | LinkedIn

Profile

Unity/C# developer specializing in gameplay systems, UI, AI, and performance optimization. I build interactive software, combining solid engineering with thoughtful interaction and design.

Technical Skills

- **Core:** Unity 6, C#, DOTS/ECS, Java
- **Systems:** Flow-field pathfinding, AI State Machines, NavMesh, Object Pooling, Simulation LOD
- **Web & Tools:** SvelteKit, OpenXR, Docker, Linux, Git

Professional Experience

Freelance Game & Interactive Developer (Fiverr, 2021–Present)

- Implement gameplay mechanics, custom UI, and systems architecture for international clients.
- Maintain a 5-star rating delivering Unity C# scripts and interactive prototypes.

Game Programmer (Pro-Historic Games, 2026–Present)

- Co-founded an indie studio, serving as lead/solo programmer on multiple shipped titles.

Selected Projects

Symbiosis (Unity C#, DOTS/ECS)

Engineered an ECS-based flow-field pathfinding system handling 2,000 concurrent entities. Implemented distance-based simulation LOD to reduce CPU load when entities are out of player view.

Mouse Game (Unity C#, AI)

Programmed core gameplay loops and built enemy Roomba AI using state machines, NavMesh, and NavMesh Links for vertical traversal.

Crop Guardian (Unity C#)

Solo programmer for a survival tower defense game. Built wave managers, upgrade shop progression, and memory-efficient object pooling systems.

Via Equina (Java, NeoForge 1.21.1)

Developed a Minecraft mod extending the Via Romana network with intelligent horseback pathfinding, stamina management, and UI overlays.

Education

- Grado en Diseño de Productos Interactivos – U-Tad, Madrid