



JAVIER CABLES CHOZAS

Game Programmer

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Career Objective

Game developer with more than a year of experience leading programming projects in collaborative environments. I am looking to grow in the industry and explore new environments outside of the video game industry, where I can both apply my experience and continue learning, with the goal of improving my skills as a programmer.

Projects

javiercables.net

Programming and design from scratch of website to be used as a portfolio

What Happened To Earth?

Development of a video game prototype that teaches C# programming

Education

Creation and Narration of Video Games

Francisco de Vitoria University
Pozuelo, Spain
2019 – 2023

Technical Artist

Francisco de Vitoria University
Pozuelo, Spain
2019 – 2023

Skills

Programming languages

C#, Lua, C++, HTML, CSS, JavaScript y Verse

Tools

Unity, Roblox Studio, Unreal Engine, UEFN, VSCode, Github, Photoshop

Languages

Spanish – Native
English – C1

Work Experience

Playoffnations

Game Developer | Madrid, Spain

November 2023 – Present

- Programming leadership of two long development projects for the Telefónica and McDonald's brands in Roblox.
- Responsible for the programming of long development project, for the Kellogg's brand in Fortnite.
- Responsible for programming and functionality in five internal projects at Roblox, managing all technical development, from databases and game mechanics to artificial intelligence and customization systems, except art and 3D modeling.
- Roblox Studio | Lua
- Unreal Editor for Fortnite | Verse

Next Level Studio

Game Programmer | Pozuelo, Spain

March 2022 – May 2023

- Integral development of the video game Caminos Legendarios for mobile devices as part of a team of four programmers.
- Responsible for software programming and testing prior to final product release.
- Active participation in the product presentation together with the development team in Avila.
- Creation and development of 3 of the 6 chapters of the videogame.
- Unity | C#

Electronic Arts

Student Internship | Madrid, Spain

October 2022 – February 2023

- Development of a university video game prototype in collaboration with a team of six students.
- Coordination and collaboration with five other programmers, ensuring code cohesion and project structure.
- Development of artificial intelligence for enemies.
- Participation in the development of the multiplayer system.
- Unreal Engine 5 | C++