



Javier Pastor Serrano

GAME PROGRAMMER



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Leamington Spa, UK



Profile

Game developer specialising in mobile and interactive experiences. Skilled in building and maintaining reliable gameplay systems, crafting polished UI/UX, and optimising projects across devices while continuously learning and improving.



Experience

Mid Game Programmer

Voodoo | Paris, France | Remote

June 2025 – January 2026

- Maintained live mobile games, developing new gameplay features and improving existing systems.
- Integrated SDKs, monitored analytics and A/B tests.
- Managed builds and published updates to app stores.
- Reduced build size, optimised performance across devices, and contributed to KPI growth.
- Technologies: Unity Engine, C#, Git, internal SDK, Firebase, GameAnalytics, IAPs, Ads, A/B Testing, Notion.

Mid Game Programmer

Kwalee | Royal Leamington Spa, UK | Hybrid

May 2020 – June 2025

- Built new mobile games and maintained existing projects, implementing core gameplay systems and in-game tools.
- Enhanced features and integrated multiple SDKs.
- Collaborated cross-functionally during production.
- Improved performance and contributed to KPI growth.
- Technologies: Unity Engine, C#, Git, internal SDK, Firebase, Jenkins, GameAnalytics, IAPs, Ads, A/B Testing, Jira.

Junior Game Programmer

Super Mega Team | Valencia, Spain | Remote

June 2018 – April 2019

- Built and presented a game prototype to 500+ attendees at Indie Summit Valencia.
- Developed new gameplay mechanics and enabled multi-platform support.
- Received positive feedback from players and judges.
- Technologies: Unity Engine, C#, Git, Spine 2D.

Junior Game Programmer

Iction | Valencia, Spain | Remote

March 2018 – June 2018

- Improved game systems and solved technical issues.
- Simplified workflows and helped implement features.
- Technologies: Unity Engine, C#, Git.

Junior Game Programmer

Infinite Games Studios | Valencia, Spain | Remote

January 2017 – December 2017

- Implemented systems and gameplay features.
- Enhanced performance, stability, and reliability.
- Technologies: Unity Engine, C#, Git.

Skills

Main Skills

- Unity Engine
- C#
- Git
- OOP
- Optimisation
- Android / iOS
- A/B Testing
- Analytics
- Design Patterns
- Code Architecture

Complementary Skills

- Unreal Engine
- C++
- UML
- Debugging
- Profiling
- DOTween
- Shaders
- Notion
- Jira
- Gameplay Systems
- UI Systems
- Testing

Soft Skills

- Adaptability
- Communication
- Collaboration
- Task Estimation
- Problem Solving
- Agile Workflow

Education

BSc Computer Games Programming

Teesside University | Middlesbrough, UK
2016 – 2017

HND in Video Games Programming

ESAT | Valencia, Spain
2013 – 2016

Projects

- <https://japthor.github.io/portfolio.html>

Languages

- English (Professional)
- Spanish (Native)