



Javier Pastor Serrano

GAME PROGRAMMER



Profile

I'm a passionate programmer specialising in mobile and interactive experiences. I design reliable systems, create intuitive UI/UX, and optimise performance across devices to deliver engaging and enjoyable projects, while continuously learning and growing as a developer.



Experience

Mid Game Programmer

Voodoo | Paris, France | Remote

Jun. 2025 – Jan. 2026

- Maintained live and partner studio mobile games.
- Built and refined features, optimised systems, updated SDKs and reduced build size over several projects.
- Increased performance and KPIs across several projects.
- Technology: Unity, C#, Git, SDKs, Firebase, GameAnalytics, A/B Testing, Notion.

Mid Game Programmer

Kwalee | Royal Leamington Spa, UK | Hybrid

May 2020 – Jun. 2025

- Developed new mobile games and supported partner studios' titles.
- Implemented core systems, improved features, updated SDKs, and supported other developers.
- Boosted KPIs across widely played titles.
- Technologies: Unity, C#, Git, SDKs, Jenkins, A/B Testing, GameAnalytics, Firebase, Jira.

Junior Game Programmer

Super Mega Team | Valencia, Spain | Remote

Jun. 2018 – Apr. 2019

- Developed a PC game prototype.
- Implemented core gameplay systems from concept through implementation.
- Technologies: Unity, C#, Git.

Junior Game Programmer

Iction | Valencia, Spain | Remote

Mar. 2018 – Jun. 2018

- Contract role developing core gameplay systems.
- Optimised game performance and stability.
- Supported teammates in adding new features.
- Technologies: Unity, C#, Git.

Junior Game Programmer

Infinite Games Studios | Valencia, Spain | Remote

Jan. 2017 – Dec. 2017

- Developed new indie game titles.
- Implemented gameplay features and refined systems.
- Technologies: Unity, 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

Languages

- English (Professional)
- Spanish (Native)

Website Portfolio

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

Education

BSc Computer Games Programming

Teesside University | Middlesbrough, UK
2016 – 2017

HND in Video Games Programming

ESAT | Valencia, Spain
2013 – 2016

Contact

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