








# Javier Pastor Serrano

## Games Programmer

### CONTACT ME

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### TECHNICAL SKILLS

C / C++



C#



Objective-C



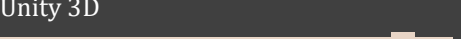
Python



Unreal Engine 4



Unity 3D



Others:  
SFML, Box2D, SQLite, AI, Gameplay,  
UI, Databases, Version Control  
Software, OOP, Networking, Scripting,  
Mobile/Computer games, Code  
Optimization, GDD and Trello.

### PERSONAL SKILLS

Team Work



Adaptable / Responsible



Capacity to work under pressure



### ABOUT ME

I am a video games programmer with a big passion for playing and creating games who want to accomplish one of his dreams: Being able to be part of the video games industry through the use of my knowledge obtained during these years and combining it with other experienced people to create new worlds. I am mainly interested in the field of gameplay. However, I also love the areas of AI, UI and others more uncommon such as musical programming aspects. Permission to work in EU and willing to relocate if required.

### EXPERIENCE

#### GAME PROGRAMMER

*Infinite Games Studio / Jan 2017 – Dec 2017*

Spanish game studio. Variety of tasks, from reworking old games to the newest one. Most of them orientated to Gameplay and UI elements. We used Unity and C# as the primary programming language.

#### GAME PROGRAMMER

*Iction / Mar 2018 – Jun 2018*

Creating one of their new games. Different tasks, but principally: UI, Gameplay and AI elements. We used Unity and C# as the primary programming language.

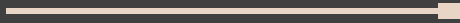
#### GAME PROGRAMMER

*Super Awesome Hyper Dimensional Mega Team / Jun 2018 – Present*

Spanish game studio. Focused on Gameplay and UI elements for their new game. Unity and C# as the primary programming language.

## LANGUAGES

Spanish



English



## EDUCATION

### BSC (HONS) COMPUTER GAMES PROGRAMMING

*Teesside University, Middlesbrough (UK) / 2016 – 2017*

*First-Class Honours (70%)*

Modules: Advanced Games Development, Artificial Intelligence for Games, Computing Project, Mobile Games Development, Multiplayer and Social Games and Computing Project.

### HIGHER NATIONAL DIPLOMA IN VIDEOGAMES PROGRAMMING

*ESAT, Valencia (Spain) / 2013 – 2016*

*Second-Class Honours (60%)*

Modules: Programming Methodology and Algorithmic, Computer Architecture, Computational Geometry for Video Games, Advanced Programming, Networking for Video Games, Physics for Gaming, Low-Level Programming, Graphic Engines Programming, Artificial Intelligence and High-Level Programming.

## HOBBIES AND INTERESTS

### FAVOURITE GAMES

World of Warcraft, Ori and the Blind Forest, Overwatch, GTA V, Kingdom Hearts, Star Wars Battlefront... and more!

### SPORTS

Tennis.

### OTHER

Music, Movies, Programming, Boardgames, Travelling and Playing Games.

## REFERENCES

References are available on request.

## REMEMBER ...

Check out my Online portfolio if you haven't done it yet!

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