Valencia, Spain

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japthor

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Javier Pastor Serrano

Programmer - 🌐 japthor.github.io/portfolio.html

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.

HND 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.

SKILLS

Skill	Percentage
Unity	80%
C#	80%
Unreal	60%
C++	60%
Spanish	100%
English	70%

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

PROFILE

I am a programmer with a big passion for playing and creating new/fun worlds. I am mainly interested in the field of gameplay. However, I also love the areas of VR, AR, AI, UI, Finding bugs (QA) and others more uncommon such as musical programming aspects.

Permission to work in EU and willing to relocate if required.

EXPERIENCE

JUNIOR GAME PROGRAMMER - (MAY. 2020 – PRESENT)
KWALEE

Mobile game studio in the UK focused on the hyper-casual genre. Mainly working on Gameplay, UI and AI logic. The technology we use is Unity and C#.

GAME PROGRAMMER - (JUN. 2018 – APR 2019)
SUPER AWESOME HYPER DIMENSIONAL TEAM

Spanish indie game studio. Focused on creating Gameplay and UI logic for one of their newest game. The technology we used was Unity and C#.

GAME PROGRAMMER - (MAR 2018 – JUN 2018)
ICTION

Spanish indie game studio. Making one of their games by doing different tasks, principally: UI, Gameplay and AI logic. The technology we used was Unity and C#.

GAME PROGRAMMER - (JAN 2017 – DEC 2017)
INFINITE GAMES STUDIO

Spanish indie game studio. Variety of tasks, from reworking old games to creating new ones. Mostly focused on creating Gameplay and UI logic. The technology we used was Unity and C#.

HOBBIES/INTERESTS

FAVOURITE GAMES
World of Warcraft, Overwatch, Kingdom Hearts, Star Wars Battlefront... and more!

OTHERS
Music, Movies, Programming, Boardgames, Cooking, Tennis, Travelling and Playing Games.

REFERENCES

References are available on request.