


# Javier Pastor Serrano

## Games Programmer

Valencia, Spain / 19-07-1995

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## SUMMARY

I am a video game programmer with a big passion for playing and creating games who wants 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 people experience to create a new world. I am mainly interested in the field of generating **gameplay**. However, I also love the areas of **AI** and others more uncommon such as **musical programming aspects**.

In my spare time, I like to play video games to relax and also work in other projects to refresh and investigate new programming areas.

## TECHNICAL SKILLS

### Programming Languages

C++, C#, C, Objective-C and Python.

### Engines

Unreal Engine 4 and Unity 3D.

### APIs

SFML, Box2D and SQLite.

### Extra

AI, Gameplay, Databases, Version Control software, OOP, Networking and Scripting.

### Languages

Spanish (Native proficiency) and English (Professional working proficiency – C1).

## EDUCATION

**BSc (Hons) Computer Games Programming**

First-Class Honours (70%)

**2016 - 2017 at Teesside University, Middlesbrough (UK)**

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

**HND in Videogames Programming**  
Second-Class Honours (60%)

**2013 - 2016 at ESAT, Valencia (Spain)**

**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, High-Level Programming.

## **HOBBIES AND INTERESTS**

### **Favourite Games**

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

### **Sports**

Tennis

### **Other**

Music, Movies, Programming, Travelling and Playing Games.

## **REFERENCES**

**References are available on request.**