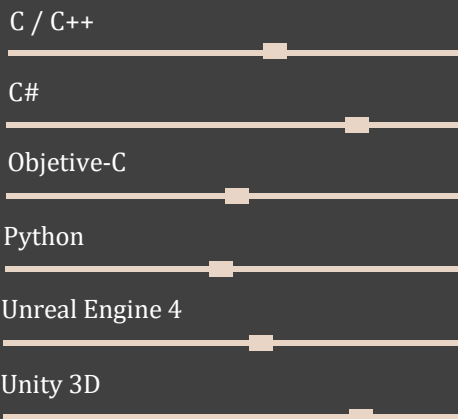# Javier Pastor Serrano
Programmer

CONTACT ME

📍 Valencia (Spain)

📞 +34649016335

✉️ javierpastorserrano@gmail.com

🐙 japthor

in javier-pastor-serrano-913825128

🌐 japthor.github.io/portfolio.html

TECHNICAL SKILLS

C / C++

C#

Objetive-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 Optimi zation, GDD and Trello.

PERSONAL SKILLS

Team Work

Adaptable / Responsible

Capacity to work under pressure
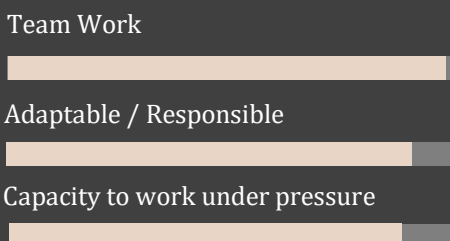
ABOUT ME

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

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
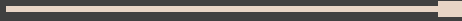*Super Awesome Hyper Dimensional Mega Team / Jun 2018 – Apr 2019*

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

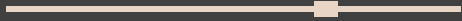Check out my Online portfolio if you want to see my work!

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

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.