# Javier Pastor Serrano

# Games Programmer

Valencia, Spain / 19-07-1995

in javier-pastor-serrano-913825128

iavierpastorserrano@gmail.com

🝵 japthor.github.io/portfolio.html

japthor

+34 649016335



### 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**, **UI** 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, UI, 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

2013 - 2016 at ESAT, Valencia (Spain)

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, High-Level Programming.

# WORK EXPERIENCE

# **Infinite Games Studio**

# Collaboration / Freelance

June 2017 - Present

Programming a rework to Eternal Walk 2 which is a survival horror game. Creating Gameplay, UI and much more elements in a group of other four people. Nowadays, it is under construction using as engine Unity and C# as the primary programming language.

# 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.