Javier Pastor Serrano

GAME PROGRAMMER

Profile

I am a passionate Spanish programmer based in the UK, with a deep love for creating and exploring fun, immersive worlds. I thrive on working on projects that not only expand my knowledge but also allow me to venture into new and exciting areas.

Education

Teesside University
BSc (Hons) Computer Games Programming
2016 - 2017

ESAT
HND in Video Games Programming
2013 - 2016

Work Experience

Kwalee
Game Programmer | May 2020 - Present

I quickly advanced to the core team developing hybrid-casual games and later moved to the publishing team, where I developed games and assisted other studios. We use Unity and C# for development.

Super Awesome Hyper Dimensional Team
Game Programmer | Jun. 2018 - Apr. 2019

At this studio, I focused on testing and developing experimental concepts to explore new markets. We used Unity and C# to develop new games and ensure multi-platform support.

Iction
Game Programmer | Mar. 2018 - Jun. 2018
Hired on a short-term contract to enhance features for a studio game, using Unity and C# to optimize gameplay and improve functionality.

Infinite Games Studios
Game Programmer | Jan. 2017 - Dec. 2017

In this role, I worked on creating new games and optimizing existing ones, enhancing features and developing new elements. I primarily used Unity and C#.

Skills Summary

Unity
80%

C#
85%

Unreal
60%

C++
65%

Git
80%

English
80%

Spanish
100%

Others:

Gameplay, AI, UI design, OOP, networking basics, editor tools, mobile and computer game development, SDK integration, UML, analytics, code review, haptics, game/code optimization, GDD, and Jira.

References

References are available on request.

Get In Touch

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