



# Javier Pastor Serrano

GAME PROGRAMMER



## Profile

I'm a passionate developer focused on Unity, mobile platforms and interactive programming. I bring projects to life by building reliable systems, designing intuitive UI, and optimizing performance across devices. I tackle technical challenges and leverage analytics and live AB testing to refine experiences. My goal is to deliver polished, engaging, and enjoyable experiences that users can benefit from while continually learning and growing.



## Work Experience

### Voodoo

#### Mid Game Programmer | Jun. 2025 - Jan. 2026

Worked on a portfolio of hyper- and hybrid-casual games, updating SDKs, developing/updating gameplay systems and improving overall mobile performance. Collaborated with developers, artists, and designers to deliver high-quality updates and new design ideas. Implemented AB testing and analytics to optimise UX, retention, and LTV. Tech: Unity, C#, SDKs, AB Testing, GameAnalytics, Firebase, Notion.

### Kwalee

#### Mid Game Programmer | May 2020 - Jun. 2025

Worked on hyper- and hybrid-casual games, developing new gameplay features and systems. Optimised existing projects and supported publishing, assisting other studios as needed. Tech: Unity, C#, Internal SDKs, Jenkins, AB Testing, GameAnalytics, Firebase, Jira.

### Super Awesome Hyper Dimensional Team

#### Junior Game Programmer | Jun. 2018 - Apr. 2019

Developed and tested innovative game concepts for new markets, including experimental gameplay systems, multi-platform support, and refined development workflows. Tech: Unity, C#.

### Iction

#### Junior Game Programmer | Mar. 2018 - Jun. 2018

Short-term contract developing and improving core gameplay systems. Focused on performance, optimisation, and feature enhancements. Tech: Unity, C#.

### Infinite Games Studios

#### Junior Game Programmer | Jan. 2017 - Dec. 2017

Worked on new games and optimised existing titles, implementing features and refining gameplay systems. Tech: Unity, C#.

## Skills

### Main Skills

- Unity
- C#
- Git
- Gameplay
- UI Systems
- Code Architecture
- Design Patterns
- Optimisation
- Android / iOS
- AB Test / Analytics

### Complementary Skills

- Dotween
- UML
- Testing
- C++
- QA Awareness
- Design Awareness
- Optimisation
- Unreal Engine

### Soft Skills

- Collaboration
- Communication
- Adaptability
- Problem Solving
- Task Estimation
- Agile Workflow

### Language Skills

- English (Professional)
- Spanish (Native)

## Online Portfolio

- japthor.github.io/portfolio.html

## Education

### Teesside University

BSc (Hons) Computer Games Programming  
2016 - 2017

### ESAT

HND in Video Games Programming  
2013 - 2016

## Contact

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