Javier Pastor Serrano

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Education

Teesside University (Middlesbrough, United Kingdom)
BSc (Hons) Computer Games Programming

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

2016 - Present

ESAT - Escuela Superior de Arte y Tecnología (Valencia,Spain)
HND in Videogames Programming

Modules: Advanced Programming, Artificial Intelligence for Videogames, Computer Architecture, Databases, Graphics Engine Programming, High-Level Programming, Low-Level Programming, Mobile Games Programming, Networking Programming, Operating Systems, Sound Production and Editing, Videogames Design, Videogames Physics, Web Programming.

2013 - 2016

Skills

Programming

Languages

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

Engine and APIs

Box2D, SFML, SQLite,

Unity 3D and Unreal 4.

Extra

AI, Database, Networking, OOP, Version Control.

Languages

English - C1 - Professional working proficiency.

Spanish - Native proficiency.

Personal

Good teamwork skills.

Adaptable and responsible.

Capacity to work under pressure.

Hardworking.

Some Projects

Music as Gameplay - (Feb 2016 - May 2017)

Music can be used in several ways. It can be used to express emotions, for pure entertainment. How about being used as a part of an entire game? The project that I want to show you is an example of it. The objective of the player is to avoid certain elements of the scene that are totally manipulated by some information that a simple background music can provide us such as, for example, frequency. To achieve it, some audio processing techniques including Fast Fourier Transform has been used. It has been developed in C# with Unity as the engine of the game.

Video: https://www.youtube.com/watch?v=iun6B5BGqV0

PassMen City - (Feb 2016 - May 2017)

A Unity3D simulator game made by 4 programmers where you can see the interaction between various types of agents, such as pedestrians or cars, in a procedurally generated city. The project is composed of the following elements: Procedural city generation, Decision trees for agents (FSM), Crowd/Flocking system (pedestrians), Real-time pathfinding (cars and pedestrians) and Naive Bayes classifier (pedestrian generation).

Kahuna - (Oct 2016 - Jan 2017)

A third-person platform game made in Unreal 4 by three programmers, four artists, two animator and two designers, all students from the third year at Teesside University. I was in charge of programming the UI, the melee attacks of the character, the primary camera and the pickups and integrating music and fx sounds.

Video: https://www.youtube.com/watch?v=M00pYZX3Ufc

Fearless: A Brand New Tale - (Oct 2015 - July 2016)

A third-person platform game made in Unreal 4 by four programmers and four artists, all students from the last year in ESAT. I was in charge of programming the UI, some mechanics such as climbing or simulating using a parachute, integrating animations with their state machine, saving the game, the pickups and incorporating music and fx sounds.

Video: https://www.youtube.com/watch?v=M3cR4uq4q6I

References

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