



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

Voodoo

Game Programmer | Jun 2025 - Present

Maintain and improve a portfolio of mobile games by enhancing gameplay, fixing bugs, boosting performance, and adding new features. Use Unity and C# in close collaboration with cross-disciplinary teams.

Kwalee

Game Programmer | May 2020 - Jun. 2025

Developed hyper-casual and hybrid-casual games, later supporting partner studios with development and optimisation using Unity and C#.

Super Awesome Hyper Dimensional Team

Game Programmer | Jun. 2018 - Apr. 2019

Created and tested experimental game concepts for new markets, using Unity and C# with a focus on multi-platform support.

Iction

Game Programmer | Mar. 2018 - Jun. 2018

Contracted to develop and improve core gameplay features using Unity and C#, focusing on optimisation and enhanced functionality.

Infinite Games Studios

Game Programmer | Jan. 2017 - Dec. 2017

Developed new games and improved existing ones by optimising features and creating new content, using Unity and C#.

Skills Summary

Unity

80%

C#

80%

Unreal

60%

C++

60%

Git

80%

English

80%

Spanish

100%

Others

Gameplay programming, AI, User Interface, OOP, networking basics, editor tools, mobile and PC game development, SDK integration, UML, analytics, code review, haptics, game and code optimisation, GDD, Jira, attention to detail, communication, working under pressure and teamplay.

References

References are available on request.

Get In Touch

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