



# Javier Pastor Serrano

GAME PROGRAMMER



## Profile

I'm a passionate programmer specialising in mobile and interactive experiences. I design reliable systems, create intuitive UI/UX, and optimise performance across devices to deliver engaging and enjoyable projects, while continuously learning and growing as a developer.



## Experience

### Mid Game Programmer

Voodoo | Paris, France | Remote  
June 2025 – January 2026

- Maintained live and partner studio mobile games, built and refined features, optimised systems, integrated SDKs, reduced build size, and increased performance and KPIs across multiple projects.
- Technology: Unity, C#, Git, SDKs, Firebase, GameAnalytics, A/B Testing, Notion.

### Mid Game Programmer

Kwalee | Royal Leamington Spa, UK | Hybrid  
May 2020 – June 2025

- Developed new mobile games, supported partner studios' titles, implemented core systems, improved features, updated SDKs, and optimised performance to boost KPIs across widely played projects.
- Technologies: Unity, C#, Git, SDKs, Jenkins, A/B Testing, GameAnalytics, Firebase, Jira.

### Junior Game Programmer

Super Mega Team | Valencia, Spain | Remote  
June 2018 – April 2019

- Created a PC game prototype for Indie Summit Valencia, programmed core game logic, added multi-platform support, and showcased it to 500+ attendees with positive feedback.
- Technologies: Unity, C#, Git.

### Junior Game Programmer

Iction | Valencia, Spain | Remote  
March 2018 – June 2018

- Contract role building core gameplay systems and helping teammates add new features, speeding up development and making the team work more smoothly.
- Technologies: Unity, C#, Git.

### Junior Game Programmer

Infinite Games Studios | Valencia, Spain | Remote  
January 2017 – December 2017

- Engineered gameplay features and overhauled legacy systems to enhance stability, resolve critical bugs, and elevate the overall player experience.
- Technologies: Unity, C#, Git.

## Skills

### Main Skills

- Unity Engine
- C#
- Git
- OOP
- Optimisation
- Android / iOS
- A/B Testing
- Analytics
- Design Patterns
- Code Architecture

### Complementary Skills

- Unreal Engine
- C++
- UML
- Debugging
- Profiling
- DOTween
- Shaders
- Notion
- Jira
- Gameplay Systems
- UI Systems
- Testing

### Soft Skills

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

### Languages

- English (Professional)
- Spanish (Native)

## Website Portfolio

- <https://japthor.github.io/portfolio.html>

## Education

### BSc Computer Games Programming

Teesside University | Middlesbrough, UK  
2016 – 2017

### HND in Video Games Programming

ESAT | Valencia, Spain  
2013 – 2016

## Contact

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