



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 advanced to the core team developing hybrid-casual games, then joined the publishing team. Using Unity and C#, I developed games, optimized projects, and created tools to streamline development and improve server interaction.
- **Super Awesome Hyper Dimensional Team**
Game Programmer | Jun. 2018 - Apr. 2019
At this studio, we developed innovative game ideas for new markets using Unity and C#, while creating new methodologies and ensuring 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



C#



Unreal



C++



Git



English



Spanish



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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japthor.github.io/portfolio.html



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