







# Javier Pastor Serrano

## Game Programmer

### CONTACT ME

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### TECHNICAL SKILLS

C / C++

C#

Objective-C

Python

Unreal Engine 4

Unity 3D

Others:  
SFML, Box2D, SQLite, AI, Gameplay,  
UI, Databases, Version Control  
Software, OOP, Networking, Scripting,  
Mobile/Computer games, Code  
Optimization, GDD and Trello.

### PERSONAL SKILLS

Team Work

Adaptable / Responsible

Capacity to work under pressure

### ABOUT ME

I am a game programmer with a big passion for playing and creating games through the use of my knowledge obtained during these years and combining it with other experienced people to create new/fun worlds. I am mainly interested in the field of gameplay. However, I also love the areas of VR, AR, AI, UI and others more uncommon such as musical programming aspects.

Permission to work in EU and willing to relocate if required.

### EXPERIENCE

#### GAME PROGRAMMER

*Infinite Games Studio / Jan 2017 – Dec 2017*

Spanish game studio. Variety of tasks, from reworking old games to the newest one. Most of them orientated to Gameplay and UI elements. We used Unity and C# as the primary programming language.

#### GAME PROGRAMMER

*Iction / Mar 2018 – Jun 2018*

Creating one of their new games. Different tasks, but principally: UI, Gameplay and AI elements. We used Unity and C# as the primary programming language.

#### GAME PROGRAMMER & QA

*Super Awesome Hyper Dimensional Mega Team / Jun 2018 – Apr 2019*

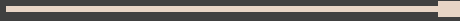
Spanish game studio. Focused on Gameplay and UI elements for their new game. Unity and C# as the primary programming language. Also, working on the QA part of the game using redmine to track bugs.

Check out my Online portfolio if you want to see my work!

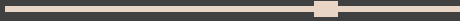
<https://japthor.github.io/portfolio.html>

## LANGUAGES

Spanish



English



## EDUCATION

### BSC (HONS) COMPUTER GAMES PROGRAMMING

*Teesside University, Middlesbrough (UK) / 2016 – 2017*

*First-Class Honours (70%)*

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

### HIGHER NATIONAL DIPLOMA IN VIDEOGAMES PROGRAMMING

*ESAT, Valencia (Spain) / 2013 – 2016*

*Second-Class Honours (60%)*

Modules: Programming Methodology and Algorithmic, Computer Architecture, Computational Geometry for Video Games, Advanced Programming, Networking for Video Games, Physics for Gaming, Low-Level Programming, Graphic Engines Programming, Artificial Intelligence and High-Level Programming.

## HOBBIES AND INTERESTS

### FAVOURITE GAMES

World of Warcraft, Ori and the Blind Forest, Overwatch, GTA V, Kingdom Hearts, Star Wars Battlefront... and more!

### SPORTS

Tennis.

### OTHER

Music, Movies, Programming, Boardgames, Travelling and Playing Games.

## REFERENCES

References are available on request.