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, adding new features and refining existing ones.
- Integrated multiple SDKs, IAPs, ads, tracked analytics, optimised performance and build sizes.
- Boosted KPIs and player engagement across projects.
- Technologies: Unity Engine, C#, Git, internal SDK, Firebase, GameAnalytics, A/B Testing, Notion.

Mid Game Programmer
Kwalee | Royal Leamington Spa, UK | Hybrid
May 2020 - June 2025

- Built new mobile titles and supported partner projects.
- Developed core systems and in-game tools, enhanced features, added several SDKs, and improved overall game performance.
- Assisted team during production, improving efficiency.
- Increased KPIs and engagement across multiple games.
- Technologies: Unity Engine, C#, Git, internal SDK, Firebase, Jenkins, GameAnalytics, A/B Testing, Jira.

Junior Game Programmer
Super Mega Team | Valencia, Spain | Remote
June 2018 - April 2019

- Built and presented a computer game prototype to 500+ attendees at Indie Summit Valencia.
- Developed gameplay mechanics, collaborated with team members, and enabled multi-platform support.
- Earned positive feedback from players and judges.
- Technologies: Unity Engine, C#, Git, Spine 2D.

Junior Game Programmer
Iction | Valencia, Spain | Remote
March 2018 - June 2018

- Created systems and in-game design tools, collaborating with teammates on feature fixes.
- Streamlined workflow and accelerated project delivery.
- Technologies: Unity Engine, C#, Git.

Junior Game Programmer
Infinite Games Studios | Valencia, Spain | Remote
January 2017 - December 2017

- Built and refined systems, addressing technical challenges and optimising functionality.
- Improved performance, stability, and reliability.
- Technologies: Unity Engine, 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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