



Valencia, Spain
+34649016335 japthor
javierpastorserrano@gmail.com
japthor.github.io/portfolio.html
javierpastorserrano

Javier Pastor Serrano

Programmer

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.

SKILLS

Unity	80%
C#	80%
Unreal	60%
C++	60%
Spanish	100%
English	70%

Others:

AI, Gameplay, UI, Databases, Version Control Software, OOP, Some Networking, Scripting, Mobile and Computer games, Code Optimization, GDD and Trello.

PROFILE

I am a programmer with a big passion for playing and creating new/fun worlds. I am mainly interested in the field of gameplay. However, I also love the areas of VR, AR, AI, UI, Finding bugs (QA) and others more uncommon such as musical programming aspects.

Remember to check out my online portfolio:
<https://japthor.github.io/portfolio.html>

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

EXPERIENCE

GAME PROGRAMMER - (JUN. 2018 – APR 2019) SUPER AWESOME HYPER DIMENSIONAL TEAM

Spanish game studio. Focused on Gameplay and UI elements for their new game. Unity and C# as the primary programming language.

GAME PROGRAMMER - (MAR 2018 – JUN 2018) ICTION

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 - (JAN 2017 – DEC 2017) INFINITE GAMES STUDIO

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.

HOBBIES/INTERESTS

FAVOURITE GAMES

World of Warcraft, Overwatch, Kingdom Hearts, Star Wars Battlefront... and more!

OTHERS

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

REFERENCES

References are available on request.