

# **Javier Pastor Serrano**

# Games Programmer

# CONTACT ME

- Valencia (Spain)
- +34649016335
- javierpastorserrano@gmail.com
- japthor
- in javier-pastor-serrano-913825128
- japthor.github.io/portfolio.html

#### TECHNICAL SKILLS

C / C++

C#

Objetive-C

Python

Unreal Engine 4

Unity 3D

Others:

SFML, Box2D, SQLite, AI, Gameplay, UI, Databases, Version Control Software, OOP, Networking and Scripting.

#### PERSONAL SKILLS

Team Work

Adaptable / Responsible

Capacity to work under pressure

### ABOUT ME

I am a <u>video games programmer</u> with a big passion for playing and creating games who want to accomplish one of his dreams: Being able to be part of the video games industry through the use of my knowledge obtained during these years and combining it with other experienced people to create new worlds. I am mainly interested in the field of <u>gameplay</u>. However, I also love the areas of <u>AI</u>, <u>UI</u> and others more uncommon such as musical programming aspects. <u>Permission to work in EU and willing to relocate if required</u>.

#### EXPERIENCE

#### COLLABORATION / FREELANCE

Infinite Games Studio / June 2017 - Present

Programming a rework to Eternal Walk 2 which is a survival horror game. Creating Gameplay, UI and much more elements in a group of other four people. Nowadays, it is under construction using as engine Unity and C# as the primary programming language.

#### EDUCATION

# BSC (HONS) COMPUTER GAMES PROGRAMMING

Teesside University, Middlesbrough (UK) / 2016 – 2017 First-Class Honours (70%)

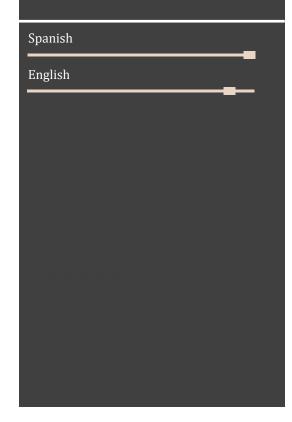
Modules: Advanced Games Development, Artificial Intelligence for Games, Computing Project, Mobile Games Development, Multiplayer and Social Games and Computing Project.

## 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.

# LANGUAGES



#### 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.