



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

- **Voodoo**
Game Programmer | Jun 2025 - Present
Maintain and improve a portfolio of mobile games by enhancing gameplay, fixing bugs, boosting performance, and adding new features. Use Unity and C# in close collaboration with cross-disciplinary teams.
- **Kwalee**
Game Programmer | May 2020 - Jun. 2025
Developed hyper-casual and hybrid-casual games, later supporting partner studios with development and optimisation using Unity and C#.
- **Super Awesome Hyper Dimensional Team**
Game Programmer | Jun. 2018 - Apr. 2019
Created and tested experimental game concepts for new markets, using Unity and C# with a focus on multi-platform support.
- **Iction**
Game Programmer | Mar. 2018 - Jun. 2018
Contracted to develop and improve core gameplay features using Unity and C#, focusing on optimisation and enhanced functionality.
- **Infinite Games Studios**
Game Programmer | Jan. 2017 - Dec. 2017
Developed new games and improved existing ones by optimising features and creating new content, using Unity and C#.

Skills Summary

Unity

80%

C#

80%

Unreal

60%

C++

60%

Git

80%

English

80%

Spanish

100%

Others

Gameplay programming, AI, User Interface, OOP, networking basics, editor tools, mobile and PC game development, SDK integration, UML, analytics, code review, haptics, game and code optimisation, GDD, Jira, attention to detail, communication, working under pressure and teamwork.

References

References are available on request.

Get In Touch

(+34) 649016335

javierpastorserrano@gmail.com

japthor.github.io/portfolio.html

Leamington Spa, UK