



# Javier Pastor Serrano

GAME PROGRAMMER



## Profile

I'm a passionate developer focused on Unity, mobile platforms, and interactive programming. I bring projects to life by building reliable systems, creating intuitive UI/UX, and optimizing performance across devices. My goal is to deliver polished, engaging, and enjoyable experiences that users can enjoy, while continuing learning and growing as a developer.



## Work Experience

### Mid Game Programmer

Voodoo | Paris, France | Remote  
Jun. 2025 – Jan. 2026

Worked on a portfolio of hyper-casual and hybrid-casual mobile games, updating SDKs, creating and improving gameplay systems, optimizing performance, and running A/B tests to enhance the UX. Increased player retention and LTV across several projects. Tech: Unity, C#, SDKs, A/B Testing, GameAnalytics, Firebase, Notion.

### Mid Game Programmer

Kwalee | Royal Leamington Spa, UK | Hybrid  
May 2020 – Jun. 2025

Worked on hyper-casual and hybrid-casual mobile games, creating new gameplay features and systems from scratch as part of a team. Later, optimized existing projects, supported publishing, and assisted other studios, helping increase KPIs across several titles. Tech: Unity, C#, Internal SDKs, Jenkins, A/B Testing, GameAnalytics, Firebase, Jira.

### Junior Game Programmer

Super Mega Team | Valencia, Spain | Remote  
Jun. 2018 – Apr. 2019

Developed a new PC game prototype, building core gameplay systems, adding multi-platform support, and actively assisting the team to successfully meet project goals. Tech: Unity, C#.

### Junior Game Programmer

Iction | Valencia, Spain | Remote  
Mar. 2018 – Jun. 2018

Short-term contract developing core gameplay systems for indie games, optimizing overall performance, and actively helping other developers implement new features. Tech: Unity, C#.

### Junior Game Programmer

Infinite Games Studios | Valencia, Spain | Remote  
Jan. 2017 – Dec. 2017

Worked on developing new indie game titles while optimizing existing ones, implementing features, and refining core gameplay systems. Tech: Unity, C#.

## Skills

### Main Skills

- Unity
- C#
- Git
- Gameplay
- UI Systems
- Code Architecture
- Design Patterns
- Optimisation
- Android / iOS
- A/B Test / Analytics

### Complementary Skills

- DOTween
- UML
- Testing
- C++
- QA Awareness
- Design Awareness
- Optimisation
- Unreal Engine

### Soft Skills

- Collaboration
- Communication
- Adaptability
- Problem Solving
- Task Estimation
- 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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