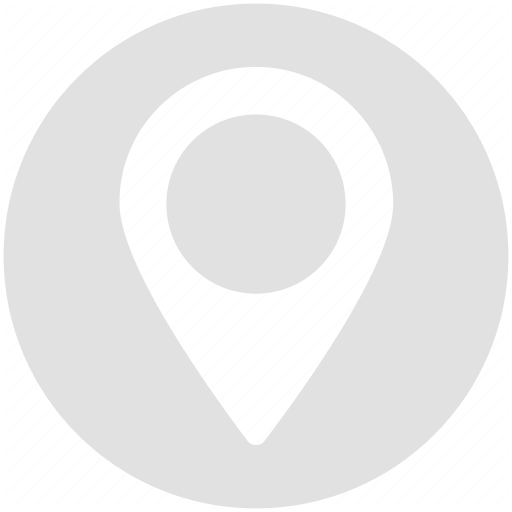
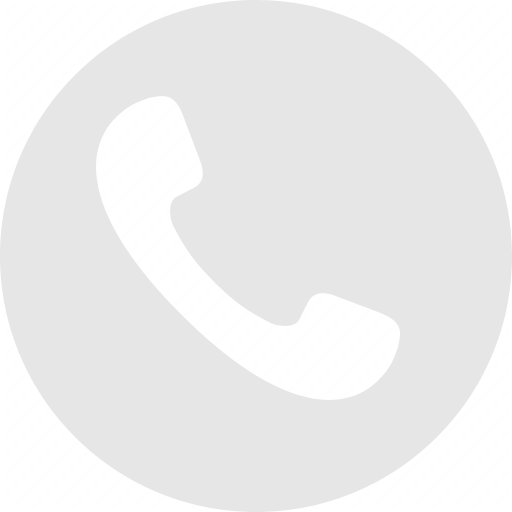
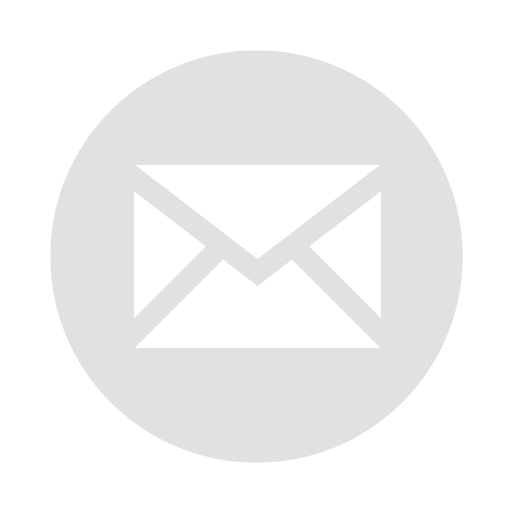
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**Personal SKILls** Videogames Programming

*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.

**LS**

**TECHNICAL SKILLS**

**TECHNICAL SKILLS** National Diploma in Videogames Programming

*ESAT, Valencia (Spain) / 2013 – 2016*

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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.

**LS**

**TECHNICAL SKILLS**

I am a video games programmer 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 o gameplay. However, I also love the areas of AI, UI and others more uncommon such as musical programming aspects.

japthor.github.io/portfolio.html

javier-pastor-serrano-913825128

japthor

javierpastorserrano@gmail.com

Valencia (Spain)

Capacity to work under pressure

Lorem ipsum

Adaptable / Responsible

Lorem ipsum

Team Work

Lorem ipsum

Others:

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

**Education**

**Experience**

Unity 3D

Unity 3D

Unreal Engine 4

Unreal Engine 4

Python

Python

Objetive-C

Objetive - C

C#

C / C++

Higher National Diploma in Videogames Programming

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**Experience**

**Experience**

**About me**

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.

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.

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.

Javier Pastor Serrano

Games Programmer

**CONTACT ME**

English

Lorem ipsum

Spanish

Lorem ipsum

**Languages**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.

**LS**

**TECHNICAL SKILLS**

**REfERENCES**

**REfERENCES**

References are available on request.

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.

**Hobbies and Interests**

**Experience**

**REfERENCES**

**Name Surname**

Position

+123 456 7890

email@adress.com

Lorem ipsum