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| Javier Pastor Serrano  Games Programmer  **Valencia, Spain / 19-07-1995**  **javier-pastor-serrano-913825128**  **javierpastorserrano@gmail.com**  **japthor.github.io/portfolio.html**  **japthor** |
| Summary I am a video game programmer with a big passion for playing and creating games who wants 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 people experience to create a new world. I am mainly interested in the field of generating **gameplay**. However, I also love the areas of **AI, UI** and others more uncommon such as **musical programming aspects**.  In my spare time, I like to play video games to relax and also work in other projects to refresh and investigate new programming areas. |
| technical Skills **Programming Languages**  C++, C#, C, Objective-C and Python.  **Engines**  Unreal Engine 4 and Unity 3D.  **APIs**  SFML, Box2D and SQLite.  **Extra**  AI, Gameplay, UI, Databases, Version Control software, OOP, Networking and Scripting.  **Languages**  Spanish (Native proficiency) and English (Professional working proficiency – C1). |
| education **BSc (Hons) Computer Games Programming 2016 - 2017 at Teesside University, Middlesbrough (UK)**  First-Class Honours (70%)  **Modules:** Advanced Games Development, Artificial Intelligence for Games, Computing Project, Mobile Games Development, Multiplayer and Social Games and Computing Project.  **HND in Videogames Programming 2013 - 2016 at ESAT, Valencia (Spain)**  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, High-Level Programming. |
| Work eXPERIENCE **Infinite Games Studio**  **Collaboration / Freelance 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. |
| Hobbies and Interests **Favourite Games**  World of Warcraft, Ori and the Blind Forest, Overwatch, GTA V, Kingdom Hearts, League of Legends, Star Wars Battlefront… and more!  **Sports**  Tennis  **Other**  Music, Movies, Programming, Travelling and Playing Games. |
| references **References are available on request.** |