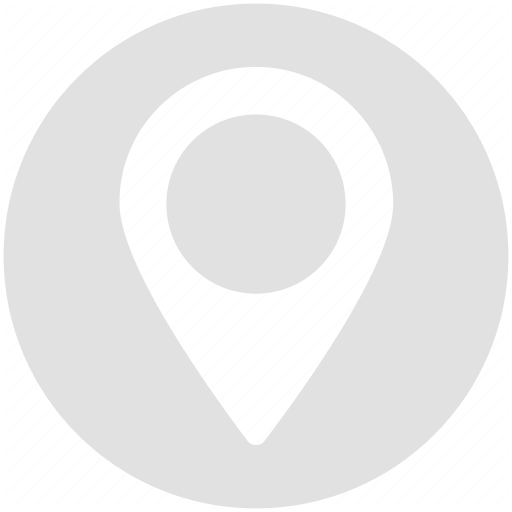
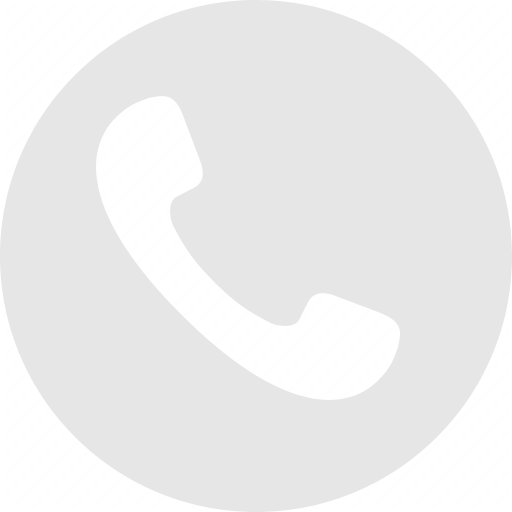
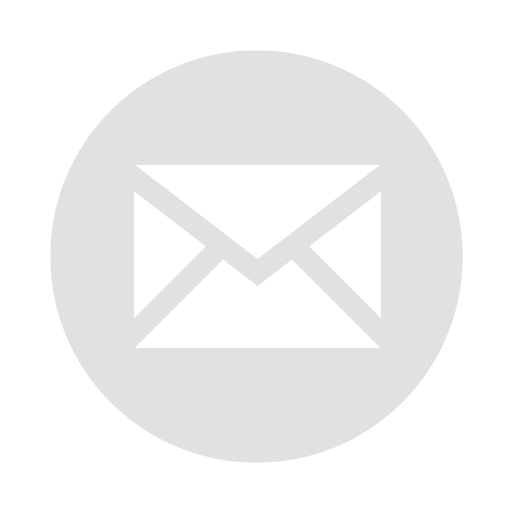
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**Experience**

**Experience**

Game Programmer

*Infinite Games Studio / Jan 2017 – Dec 2017*

Spanish game studio. Variety of tasks, from reworking old games to pthe newest one. Most of them orientated to Gameplay and UI elements. We used Unity and C# as the primary programming language.

Game Programmer

*Iction / Mar 2018 – Jn 2018*

Creating one of their new games. Different tasks, but principally: UI, Gameplay and AI elements. We used Unity and C# as the primary programming language.

Game Programmer

*Super Awesome Hyper Dimensional Mega Team / Jn 2018 – Present*

Spanish game studio. Focused on Gameplay and UI elements for their new game. Unity and C# as the primary programming language.

**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**

Others:

SFML, Box2D, SQLite, AI, Gameplay, UI, Databases, Version Control Software, OOP, Networking, Scripting, Mobile/Computer games, Code Optimi zation, GDD and Trello.

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 of gameplay. However, I also love the areas of AI, UI and others more uncommon such as musical programming aspects. Permission to work in EU and willing to relocate if required.

**TECHNICAL SKILLS** 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**

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

Unity 3D

Unity 3D

Unreal Engine 4

Unreal Engine 4

Python

Python

Objetive-C

Objetive - C

C#

C / C++

**About me**

Javier Pastor Serrano

Games Programmer

**CONTACT ME**

**Remember…**

**REfERENCES**

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**

Check out my Online portfolio if you haven’t done it yet!

<https://japthor.github.io/portfolio.html>

Check out my Online portfolio if you haven’t done it yet!

<https://japthor.github.io/portfolio.html>

References are available on request.

**REfERENCES**

**REfERENCES**

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.

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.

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.

**Education**

**Experience**

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**

**Name Surname**

Position

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Lorem ipsum