

I am a programmer with a big passion for playing and creating new/fun worlds. I am mainly interested in the field of gameplay. However, I also love the areas of VR, AR, AI, UI, Finding bugs (QA) and others more uncommon such as musical programming aspects.

Remember to check out my online portfolio: https://japthor.github.io/portfolio.html

Permission to work in EU and willing to relocate if required.

**PROFILE**

javierpastorserrano

avierpastorserrano

Valencia, Spain.

Japthor

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japthor.github.io/portfolio.html

+34649016335

References are available on request.

**REFERENCES**

**Favourite Games**

World of Warcraft, OverwatchKingdom Hearts, Star Wars Battlefront... and more!

**oTHERS**

Music, Movies, Programming, Boardgames, Tennis, Travelling and Playing Games.

**HOBBIES/INTERESTS**

**Game Programmer -** (Jan 2017 – Dec 2017)

**Infinite Games Studio**

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

**Game Programmer -** (Mar 2018 – Jun 2018)

**Iction**

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 -** (Jun. 2018 – Apr 2019)

**Super Awesome Hyper Dimensional Team**

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

**Others:**

AI, Gameplay, UI, Databases, Version Control Software, OOP, Some Networking, Scripting, Mobile and Computer games, Code Optimization, GDD and Trello.

**SKILLS**

**Unity**

**C#**

**Unreal**

**C++**

**Spanish**

**English**

**#SKILL 7**

**#SKILL 8**

**80%**

**80%**

**60%**

**60%**

**100%**

**70%**

**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.

**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.

**Programmer**

**EDUCATION**

**EXPERIENCE**

**Javier Pastor Serrano**