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**#SKILL 8**

**#SKILL 7**

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.

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

**Game Programmer -** (Jun. 2018 – Apr 2019)

**Super Awesome Hyper Dimensional Team**

Spanish indie game studio. Focused on creating Gameplay and UI logic for one of their newest game. The technology we used was Unity and C#.

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

**Iction**

Spanish indie game studio. Making one of their games by doing different tasks, principally: UI, Gameplay and AI logic. The technology we used was Unity and C#.

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

**Infinite Games Studio**

Spanish indie game studio. Variety of tasks, from reworking old games to creating new ones. Mostly focused on creating Gameplay and UI logic. The technology we used was Unity and C#.

**Favourite Games**

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

**oTHERS**

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

**HOBBIES/INTERESTS**

**EXPERIENCE**

**Junior Game Programmer -** (May. 2020 – Present)

**Kwalee**

Mobile game studio in the UK focused on the hyper-casual genre. Mainly working on Gameplay, UI and AI logic. The technology we use is Unity and C#.

**REFERENCES**

References are available on request.

**PROFILE**

**SKILLS**

**Others:**

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

**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.

**HND 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.

**Javier Pastor Serrano**

**Programmer -** japthor.github.io/portfolio.html

**EDUCATION**

**Unity**

**C#**

**Unreal**

**C++**

**Spanish**

**English**

**80%**

**80%**

**60%**

**60%**

**100%**

**70%**

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