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**#SKILL 8**

**#SKILL 7**

**PROFILE**

**SKILLS**

**Others:**

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

**Javier Pastor Serrano**

**Games Programmer**

**EDUCATION**

**Unity**

**C#**

**Unreal**

**C++**

**Spanish**

**English**

**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.

I am a programmer passionate about playing and creating new/fun worlds.I am mainly interested in the field of gameplay and user interfaces. However, I also love the areas of VR, AR, AI, and finding/fixing errors (QA).

I have the right to work in EU and UK.

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

**Kwalee**

Mobile game studio in the UK focused on the hyper-casual and hybrid-casual genre. Since starting in this role, I quickly progressed into the first team developing hybrid-casual genres. The technology we use is Unity and C#. This includes developing and supporting tools to improve product development; as well as server interaction and communication with other departments.

**REFERENCES**

References are available on request.

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

**Super Awesome Hyper Dimensional Team**

Spanish indie game studio. Focused on testing and developing fun experimental ideas for new games to explore additional target markets. The technology we used was Unity and C#. This included developing new methodologies for product development as well as multi-platform support.

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

**Infinite Games Studio**

Spanish indie game studio. Responsible for a variety of tasks, from creating new games to reworking old ones by optimising existing elements and developing additional ones. The technology we used was Unity and C#.

**Favourite Games**

World of Warcraft, Overwatch, Kingdom Hearts, Star Wars Battlefront, etc.

**oTHERS**

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

**HOBBIES/INTERESTS**

**EXPERIENCE**

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

**Iction**

Spanish indie game studio. Short-term contract to develop and improve specific features of one of their games. The technology we used was Unity and C#.

**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.

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