Javier Pastor Serrano

Programmer · Games & Live Products

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SUMMARY

Programmer with 5+ years of experience building interactive products, mainly mobile games, from early prototypes to polished live releases. Enjoys creating reliable systems, useful tools and thoughtful user-facing features in fast-moving teams.

EXPERIENCE

Engineer (Client) · Scopely

Apr 2026 – Present · Seville · Hybrid

- Building and maintaining social features for Monopoly GO!, a free-to-play live game played by millions of players.
- Supporting live operations by delivering bug fixes, new content and server-side tasks on a two-week release cycle.
- Running A/B tests and delivering KPI-focused improvements with product, design and engineering.
- Reviewing teammates' code and helping other engineers with technical questions.
- Developing internal tools, writing automated tests, profiling and debugging, and monitoring errors and crashes.
- Using AI coding assistants to speed up development, debugging and test writing.

Tech: Unity, C#, Git, internal tools, Looker, Bugsnag, Jira, A/B Testing, AI-assisted Development

Mid-Level Game Programmer · Voodoo

Jun 2025 – Jan 2026 · Remote

- Developed gameplay features and refined existing systems on several free-to-play hyper-casual and hybrid-casual games.
- Ran A/B tests and used analytics to improve KPIs such as retention and ad performance.
- Reduced build size by 25% and improved runtime performance through profiling and debugging.
- Integrated and updated SDKs for analytics, ads and IAPs.
- Supported live operations by preparing iOS and Android builds, investigating release issues and shipping regular store updates.
- Wrote tests, reviewed teammates' code and helped other developers.

Tech: Unity, C#, Git, Firebase, GameAnalytics, IAPs / Ads, A/B Testing, AI-assisted Development

Mid-Level Game Programmer · Kwalee

May 2020 – Jun 2025 · Royal Leamington Spa · Hybrid

- Prototyped and iterated on many free-to-play hyper-casual and hybrid-casual games, taking several to release.
- Supported live operations through gameplay updates, bug fixes, iOS/Android releases and internal SDK updates.
- Improved runtime performance and build size through profiling and debugging.
- Used analytics and A/B testing to support KPI improvements.
- Investigated Jenkins build failures to keep builds and releases on track.
- Reviewed teammates' code and collaborated with design, art, production and product teams.

Tech: Unity, C#, Git, internal SDK, Firebase, Jenkins, GameAnalytics, IAPs / Ads, A/B Testing, Jira

Junior Game Programmer · Super Awesome Hyper Dimensional Team

Jun 2018 – Apr 2019 · Valencia · Remote

- Built a playable prototype and presented it to 500+ attendees at Valencia Indie Summit.
- Implemented gameplay mechanics, scene flow and multi-platform support; iterated on player and judge feedback.

Tech: Unity, C#, Git, Spine 2D

Junior Game Programmer · Iction

Mar 2018 – Jun 2018

- Implemented gameplay features, fixed technical issues and helped with project setup across Unity projects.

Tech: Unity, C#, Git

Junior Game Programmer · Infinite Games Studios

Jan 2017 – Dec 2017

- Implemented gameplay features and supporting systems in Unity; worked on bug fixing and performance.

Tech: Unity, C#, Git

SKILLS

Main	Unity Engine, C#, OOP, Optimisation, Code Architecture, Data Structures, Algorithms, Design Patterns, SOLID, Dependency Injection, Code Review, Mentoring, A/B Testing, Analytics, Live Operations, SDK Integrations, iOS / Android, Git, Gameplay / UI Systems, Addressables / Asset Bundles
Complementary	Unreal Engine, C++, Async Programming, Debugging, Profiling, Automated Testing, Build & Release, CI/CD (Jenkins), Crash Monitoring (Bugsnag), Internal Tools, DOTween, Jira, Agile, Shaders (Basic), AI-assisted Development, Server-side Support
Languages	English (Professional), Spanish (Native)

EDUCATION

BSc (Hons) Computer Games Programming
Teesside University · 2016 – 2017
First-Class Honours (70%)

HND in Video Games Programming
ESAT · 2013 – 2016
Second-Class Honours (60%)