Leamington Spa, UK

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japthor.github.io/portfolio.html

Javier Pastor Serrano
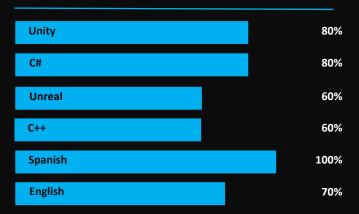**Games Programmer**

EDUCATION

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.

SKILLS

Skill	Level
Unity	80%
C#	80%
Unreal	60%
C++	60%
Spanish	100%
English	70%

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

PROFILE

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.

EXPERIENCE

MID 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.

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 - (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#.

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#.

HOBBIES/INTERESTS

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

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

REFERENCES

References are available on request.