



Filip Płotkowiak

Game Development Undergraduate
with experience in customer care

ABOUT ME

I'm a Game Development student passionate about exploring new technologies and pushing the boundaries of interactive experiences. I specialize in programming, with experience in Unity and C#.

CONTACT

✉ filip.plotkowiak@gmail.com

☎ 608 083 505

🌐 fplotkowiak.com

SKILLS

- C#
- C++
- Unity Engine
- Unreal Engine
- Jira
- Mural
- Miro
- Git
- GitHub
- Figma

LANGUAGES

English

- Level - B2

Polish

- Level - Native

INTERESTS

I'm intrested in : programming, games,
new technologies and history

EDUCATION

● 09.2023 - Now

Game Development - Programmer

Collegium Da Vinci

● 09.2018 - 05.2022

Advertising Organization Technician

Zespół Szkół Zawodowych im Joachima Lelewela nr
6 w Poznaniu

WORK EXPERIENCE

● 08.2025 - 10.2025

Komputronik S.A.

- Implemented player movement mechanics and a deterministic seed-based level generation system in Unity, ensuring consistent gameplay across sessions and platforms
- Built and adapted gameplay systems for both web deployment and touchscreen environments

● 07.2024 - 12.2024

Rubens Games - student internship

- Implemented traffic simulation logic, player decision systems, data-driven save/load system and object pooling system in Unity.