

CONTACT

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608 083 505

SKILLS

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

LANGUAGES

English

• Level - B2

Polish

Level - Native

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#.

EDUCATION

0 09.2023 - Now

Game Development - programist

Collegium Da Vinci

09.2018 - 05.2022

Advertising Organization Technician

Zespół Szkół Zawodowych im Joachima Lelewela nr 6 w Poznaniu

WORK EXPERIENCE

08.2025 - 10.2024

Komputronik S.A. - student intership

• Developed core gameplay mechanics for two commercial projects commissioned by Komputronik Gaming.

07.2024 - 11.2024

Rubens Games - student intership

· Coded core gameplay features

INTERESTS

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

I agree to the processing of personal data provided in this document for realising the recruitment process pursuant to the Personal Data Protection Act of 10 May 2018 (Journal of Laws 2018, item 1000) and in agreement with Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural persons with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC