

# Filip Loster

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## Education

2008 - 2011 A. Witkowskiego V Comprehensive Secondary School  
2012 – 2015 Computer Science, Jagiellonian University Faculty of Physics and Applied Computer Science. Bachelor Degree

## Work Experience

- June 2018 - September 2019 **SuperHot**. Unity Developer
- February 2018 - June 2018 **Pragmatic Coders**. Blockchain Developer
- July 2017 - January 2018 **NetEnt**. HTML5 Game Developer
- June 2015 – May 2017 **Moonlit Games Studio**. Unity Developer / Team Lead
- January – June 2015 **ATGames – Puzzle Craft 2** Android Developer
- April 2014 / February-March 2016 **Infusion Toronto - Kontraktor**. Android Developer
- 2013 – 2015 **Submachine Factory Zombiebuck** (iOS) Programmer HaXe & OpenFL
- 2012 – 2013 **Submachine Factory GYRO** (Android) Programmer Libgdx, Java

## Skills

### Foreign Languages

- English: Very Good
- Polish: Native

### Technologies

- C#: ★★★★★
- Unity: ★★★★★
- Java: ★★★★★
- Android: ★★★★★☆
- iOS: ★★★★★☆
- Solidity ★★★★★☆
- Git: ★★★★★☆
- C++: ★★★★★☆
- C: ★★★★★☆
- Web Development: ★★★★★☆

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 (General Data Protection Regulation)