

Filip Loster

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Summary

Experienced developer, worked in teams of 20+ people as well as on solo projects. As a project manager as well as an individual contributor. Commercial working experience (10+ years) and several released projects under the belt. Has hands-on expertise with many technology stacks and frameworks.

Education

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

Work Experience

- 2023 **OKE**
Role: Android Developer
Responsibilities: Maintenance and improvements of Canal+ brand mobile application for streaming videos and TV series.
Tech: Kotlin, Android Native, retrofit, exoplayer, dagger 2, kotlin coroutines
- 2021-2023 **Gamesture**
Role: Lead Unity Developer
Responsibilities and tech: Designing systems, planning team work, implementing features, fixing bugs. Asynchronous client communication with backend through REST API. Memory profiling and asset managing using asset bundles. Managing work of a team of unity programmers.
Tech: C#, Unity, Git, Swagger, Promises
- 2020 **Vile Monarch**
Role: Senior Unity Developer
Responsibilities and tech: Implementing features according to documentation. Work on a 3D TTP game with architecture based on scriptable objects.
Tech: C#, Unity, Git
- 2018 - 2019 **SUPER HOT**
Role: Senior Unity Developer
Responsibilities and tech: Implementing gameplay mechanics, profiling performance, helping design gameplay mechanics, designing and writing tools in collaboration with game designers. Work on a 3D TTP shooter game with focus on physics interactions.
Tech: C#, Unity
- 2015-2017 **Moonlit**
Role: Unity Developer

Responsibilities: Working on games in unity in the small 3-5 person team. Working closely with design and art on implementing new features.

Tech: C#, Unity

- 2014-2015 **Infusion/Avanade**

Role: Android Contractor

Responsibilities: Implementing features according to client requirements. Implementing android UI widgets. Writing tests and documentation. Delivering on time features in collaboration with the team.

Tech: Java, Dagger, Android

Skills

Foreign Languages

- English: Very Good
- French: A1
- Polish: Native

Technologies

Android, iOS, Unity, Kotlin, C#, Java, MongoDB, MySQL, JavaScript, TypeScript, Haxe, C, C++, Go, HLSL, Git, Github CI, Figma, Jira, Asynchronous programming, VR

Other

Driving license category B

I agree to the processing of personal data provided in this document for realizing 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)