

Engr. FILIP MOEGLICH

Game designer, programmer, audio designer

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LANGUAGES:

Polish - Native Speaker

English - B2

HOBBIES:

Playing on guitar

Singing and recording covers

Playing concerts with band

Playing PC games

SKILLS:



PROGRAMMING

· C# · ActionScript 3 · JavaScript ·
· Java · CSS · HTML · C++



SOFTWARE / ENGINES

· Unity · Visual Studio · Cinema 4D
· FL Studio · Game Maker · 3DS Max
· Photoshop · Unreal Engine



OTHERS

· Procedural animations
· Modelling 3D
· 3D Animation
· Projecting game mechanisms
· Creating prototypes
· Audio Engineering
· Designing UI elements
· Composing Music
· Sound Design
· Voice Acting
· Video Editing

PROFFESIONAL PROFILE:

Developing games since 2007, jumped into Unity 3D in 2014 resulting in game played by Pewdiepie. Composing music since 2009, also being Sound Engineer and Sound Designer. Voice actor, vocalist and music videos editor. Decent amount of experience in animating, but preferring procedural animations. Programmer in Huckleberry Games since 2016 and promotion to Lead Programmer in 2017 over game called Edengrad.

PERSONAL PROJECTS:



Creating games since 2007 2007 - 2012

Creating mini games since end of primary school, also starting with 3D modelling, animating and music composing. Creating games in Game Editor, Game Maker and in Flash Develop with AS3.



Zombies Everywhere (flash) Apr 2013 - Jun 2013

Creating simple shooter-survival game sponsored by creators of game Dead Frontier, written in AS3.



Catharsis (Alpha version) Jan 2014 - May 2014

First game made in Unity 4, played by famous youtubers like PewDiePie and Markiplier. Programming in C#.



Wiggly July 2015

Windows Phone game made to pass subject in college, made with silverlight C#.



Dark Time (Unfinished) Oct 2015

Project to pass subject in college, not finished but developed to certain point. Better looking and more advanced than previous projects, creating in Unity Engine 5 and C#.

EXPERIENCE:



Programmer in Huckleberry Games May 2016 - Jun 2018

I started work in Huckleberry Games in 2016 as programmer, but after few months I promoted to lead programmer. I was working on game Edengrad and The Minglers. To see more about my work here, visit my youtube channel.

EDUCATION:



Collegium Da Vinci Oct 2012 - Mar 2016

College with programming and game design subjects, finished with "Engineer of Mobile Applications" academic title.

OTHER:



Internship in Dark Stork Studios Jul 2015 - Aug 2015

Work on game project in Unreal Engine 4 in college.



Creating project which gets Gamelnn Dotation 2017

Creating with Huckleberry Games technology idea which gets Gamelnn dotation in 2017.