

HONETI

About & Portfolio

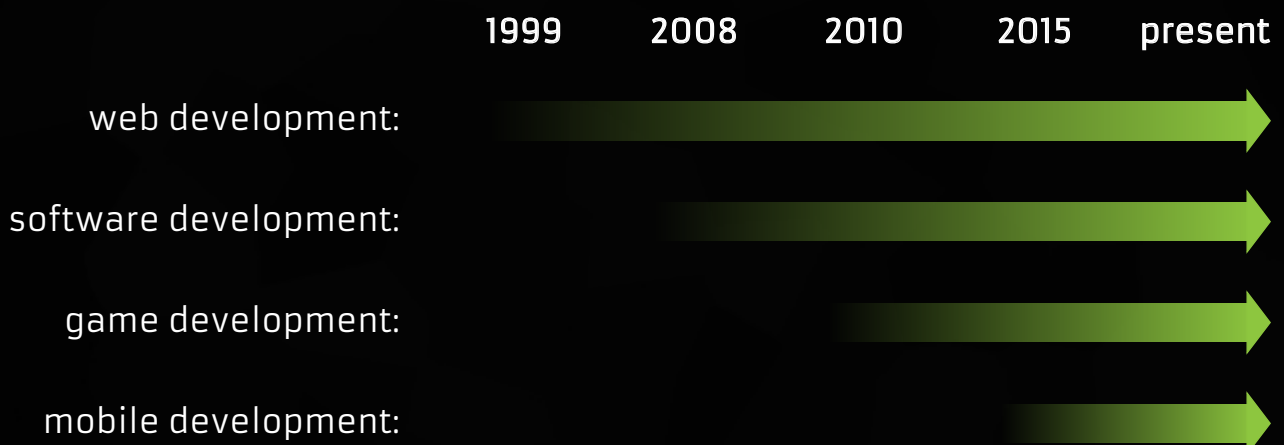
The origins of HONETi date back to 1999, when DLF's web design department was established. During this period we gained many of our regular, to this day, clients such as WP.pl or Fellowes.

In 2008 the department was transformed into a separate company and HONETi brand was created.

Since 2008 we have worked for over 200 new clients from around the world, we have completed over 500 projects, while continuously increasing employment and competence.

In 2010, we formed a team to produce games and mobile applications and subsequently released our games "Molus Gems", "Molus Gems 2", "Color Shock", "Memo" and educational applications "Roman Numerals", "Exponents And Powers" and "Multiplication Table IQ". Our smart multiplication table learning app has already been downloaded over 7 million times.

We continuously develop our eCommerce platform and CMS: EXDITO, and software development service remains the core of our business.



- Requirements analysis.
- User experience (UX) design.
- Server-side development.
- Database design.
- Mobile development
 - Platforms: iOS, Android.
- Game development.
 - Platforms: iOS, Android, PC, MAC, PS, XBOX, browser.
 - Game engines: Unity 3D, Unreal Engine.
- Web design.
- Game/App UI design.
- IT administration - OVH, Amazon.

Products

Software:

- CMS EXDITO - Advanced Content Management Solution.
- eCommerce EXDITO - eCommerce Experience Platform.

Games:

- Molus Gems
- Molus Gems 2
- Color Shock
- Darken Age
- DABA
- Memo



Educational Apps:

- Roman Numerals
- Exponents And Powers
- Multiplication Table IQ



We offer full services in analysis, design, programming, implementation, integration and support. Our team consists of carefully selected, highly educated professionals.

Permanently on board we have:

- 2 project managers,
- 3 backend developers,
- 3 frontend developers,
- 3 mobile developers,
- 2 UI/UX designers,
- 2 graphics designers.

Additionally, we work with trusted independent developers and designers.

Non-exhaustive list of our clients who trust us:

Over 500 completed projects and over 200 clients.

Famous Polish and world brands:

- Hugo Boss, Braun, ASUS, AXE, Clear, Microsoft, Kinder, HP, Snickers, M&M, Twix, Fellowes.
- WP.PL, InfoShare, PKP, Uniwersytet Gdański, Politechnika Gdańska, Alfa Centrum, Black Red White, Orange, Energa, Browary Polskie, CDP.

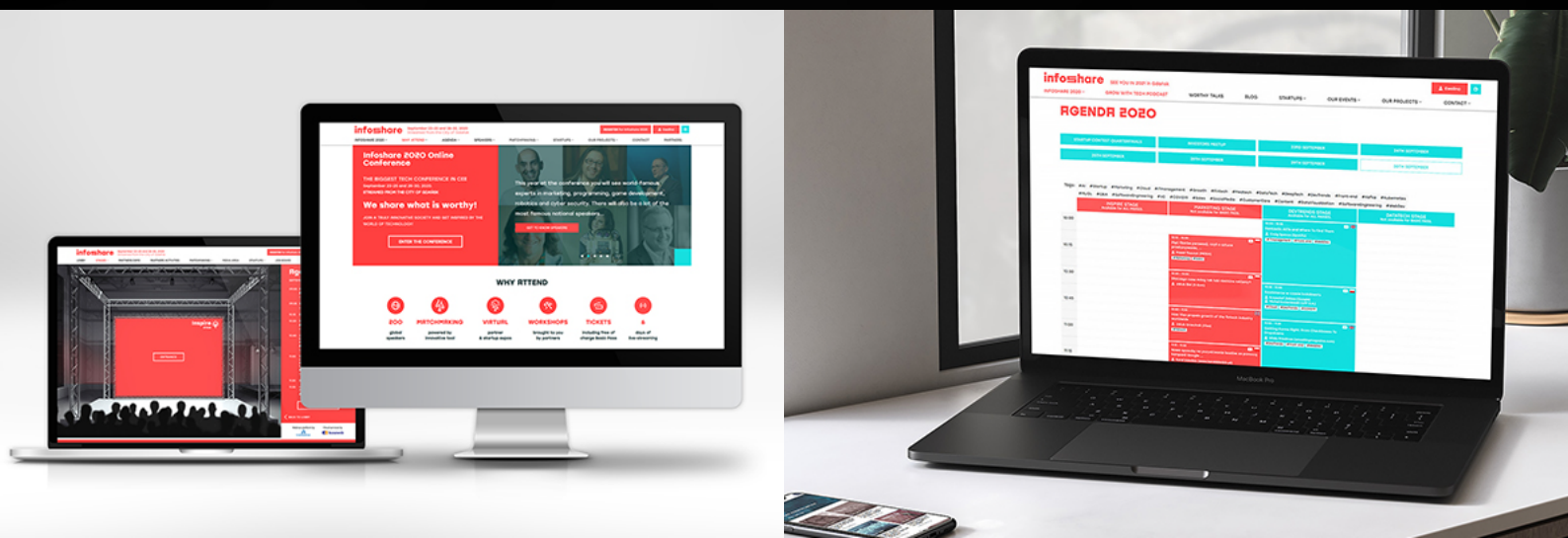
Szajna - application for opticians

- Comprehensive tool for opticians and manufacturers.
- Order history management.
- Multiple permission levels.
- Extensive analysis of sales and orders.
- Multi-level configurator for placing orders.



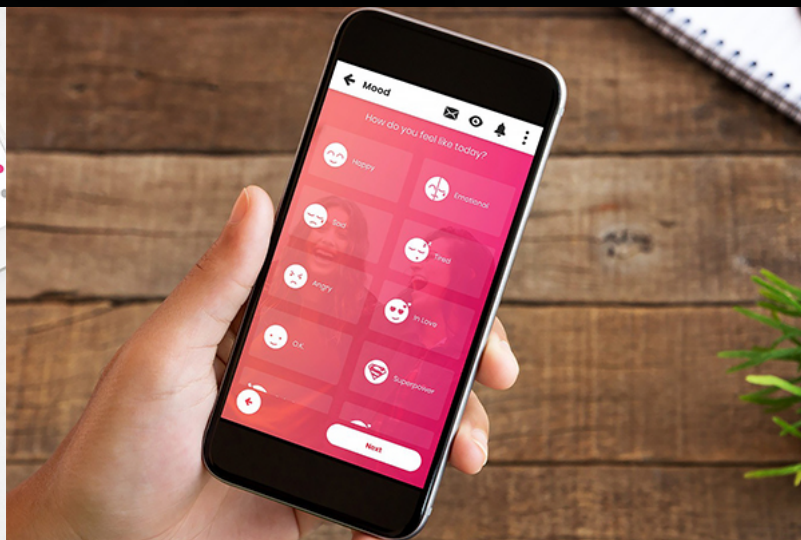
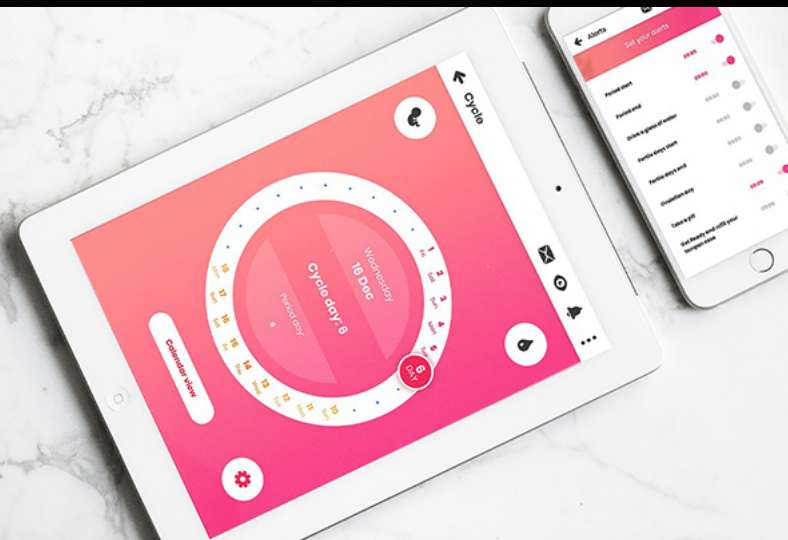
International Conference on InfoShare

- Comprehensive management of events and startups.
- Networking module.
- Opportunity to establish a user profile.
- Expanded payment system.
- Registration form.



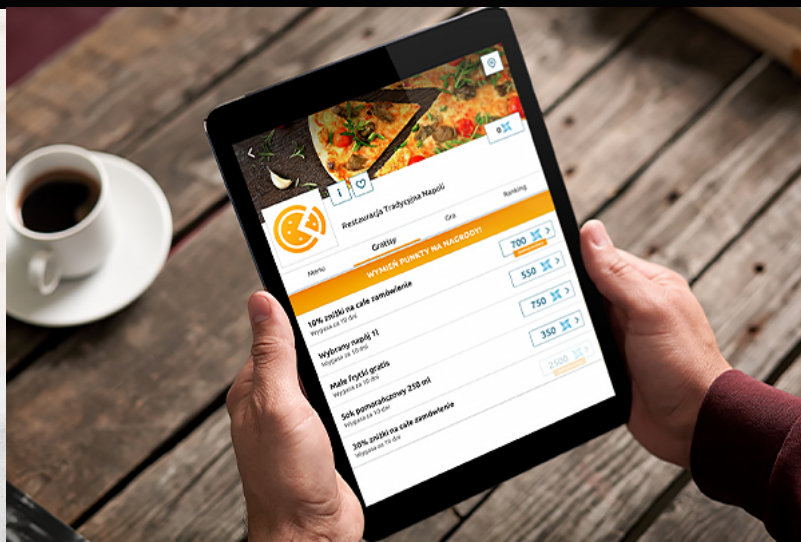
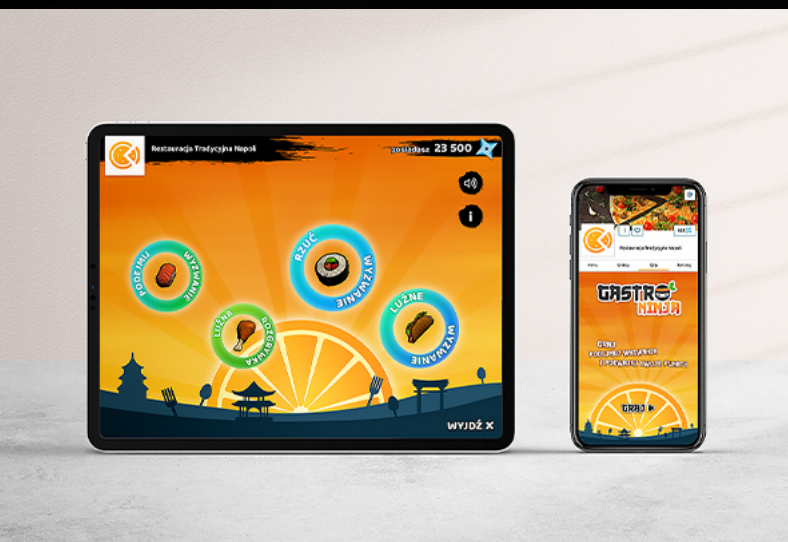
Ready - application for women

- Period and fertility tracking.
- Mood and needs diary.
- Reminders.
- Gossips - posting and commenting in an online community.
- Chat with friends.



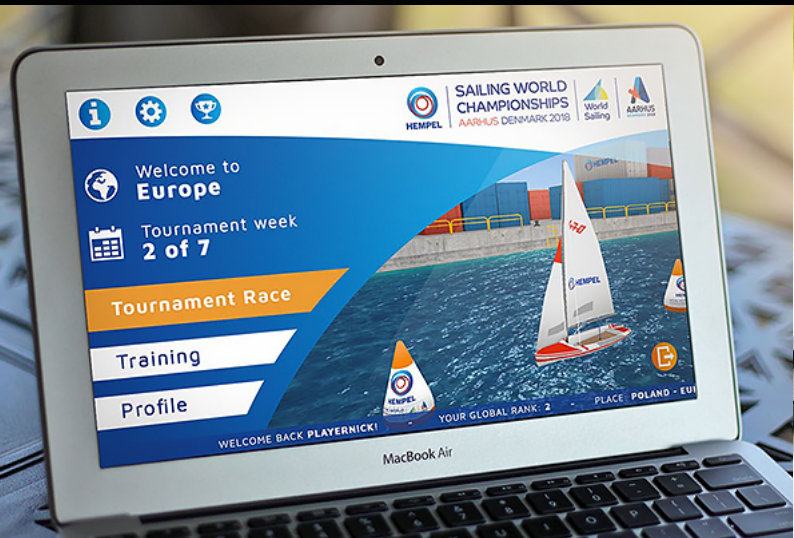
Gastro Ninja - loyalty program for restaurants

- Delivery order system.
- Restaurant locations map.
- Collecting points for freebies and discounts.
- In-app game for competing with friends and multiplying points.
- Works with separate management and server apps.



HEMPEL - Yacht Game

- Promotional game for the HEMPEL company.
- Global rankings.
- Online game for up to 6 players.
- Training mode with bots.
- Works on PC, browsers and phones.



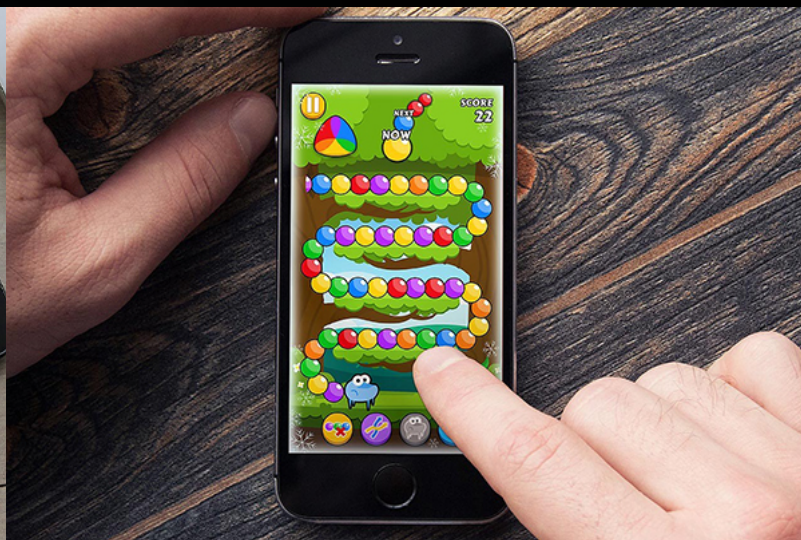
Devil Cars - Racing Game

- Promotional game for the Devil Cars company.
- Global rankings in 3 categories.
- Customizable car colors.
- Training mode with bots.
- Works on browsers and phones.



Rainbow Worm

- Logical mobile game involving the mixing of colors.
- 3 levels of difficulty.
- Result tables.
- 2 versions of the game free and paid.
- Fun for both children and adults.

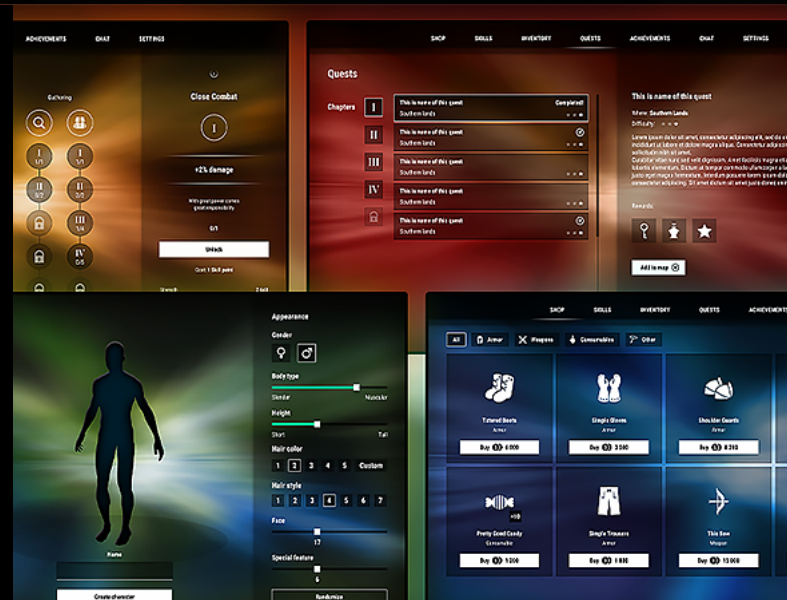


Vlad's Vampire Dash

- Runner in the atmosphere of a fable vampire.
- Transylvanian running with obstacles.
- Easy to control.
- Exciting gameplay.
- Many colorful locations to discover.



Graphical User Interfaces created for Unity & Unreal Engine 4.



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