

Guilherme Fritis

Unity Game Developer

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- **Portfolio:** <https://guifritis.github.io/MyPortfolio/>
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OBJECTIVE

Seeking a position as a Game Developer using Unity.

ABOUT ME

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RELEVANT EXPERIENCE

Full-Stack Developer

RP Consultoria e Sistemas - Minas Gerais, Brazil (Dec 2020 - Aug 2023)

I've worked in the implementation of various features and projects for franchises.

Responsibilities:

- Teach newcomers;
 - Implement features and changes as requested;
 - Bring innovation to improve our tool and development;
 - Document changes made.
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EDUCATION

- **Analysis and Development of Systems** - *Faculdades Integradas Instituto Vianna Júnior, 2021*
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QUALIFICATIONS

- Digital Game Design - *Faculdades Integradas Instituto Vianna Júnior, 2020*
 - Unity from Zero to Pro - *EBAC, 2023*
 - Game Design Experience - *Crie Seus Jogos, 2024*
 - Design of 2D Games - *Crie Seus Jogos, on progress*
 - Intro to Unreal Engine Game Development - *Zenva, on progress*
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PROJECTS

Game: [Underground](#)

A game developed for the “Brackeys Game Jam 2023.2” in only one week.

The entire game was designed and developed by me.

Game: [Ship Wrecking](#)

A game developed for a job opportunity in two weeks.

All the scripts and the implementation of the game were made by me.

SKILLS

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|-----------------------------|---------------------|
| • Game Development in Unity | • Kanban |
| • Programming in C# | • Logical Thinking |
| • Git | • UI/UX Design |
| • Game Design | • Unreal Blueprints |
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LANGUAGES

- **English** - Fluent
 - **Portuguese** - Native
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