Guilherme Fritis

Unity Game Developer

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OBJECTIVE

Seeking a position as a Game Developer using Unity.

ABOUT ME

I am a Game Developer certified in Unity by EBAC with experience in many games I've taken part in since my graduation, and my main focus are 2D games, but not confined to. I am very creative and passionate about what I do, and I am always looking to improve my work with new ideas and implementations.

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.

EDUCATION

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

QUALIFICATIONS

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

PROJECTS

Game: Channel of Monsters

A game developed for the "Brackeys Game Jam 2024.2" in only one week.

The entire game was designed and developed by me, also the game as ranked as 83rd in the game jam, competing against 1,400 other submissions.

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

- Game Development in Unity
- Programming in C#
- Git
- Game Design

- Kanban
- Logical Thinking
- UI/UX Design
- Unreal Blueprints

LANGUAGES

- English Fluent
- Portuguese Native