Guilherme Carvalho Fritis

Game Developer in Unity

- **Portfolio**: https://guifritis.github.io/MyPortfolio/
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PROFESSIONAL SUMMARY

Unity Developer with 3 years of experience in the complete **Game Development Life Cycle**, specializing in gameplay logic and system architecture in C#. Strong knowledge of **Object-Oriented Programming (OOP)**, **Design Patterns**, performance optimization, UI/UX, and Unity tools. Seeking to apply my skills in a Unity Developer position, contributing to the creation of engaging and technically robust interactive experiences.

PROJECTS

Game: Channel of Monsters

Context: Solo project developed for **Brackeys Game Jam 2024.2** in just one week using **Unity**.

Achievements:

- Developed **all core gameplay logic**, and was responsible for **game design** and art implementation in Unity.
- Built a C# **dialogue system** allowing the player more control over character interactions.
- Implemented an **upgrade and economy system**, where players earned money from multiple sources and spent it on upgrades.
- Adapted the game for **mobile**, adjusting gameplay and UI, and creating **touch controls**.
- Implemented a dynamic camera using **Cinemachine** and simple animations with **DoTween**.
- Ranked **83rd** out of over 1,400 submissions.

Game: [Bubble Gun](#)

Context: Game developed for **Global Game Jam 2025** in just 48 hours using **Unity**, as part of a **7 people team**.

Achievements:

- **Led** the team using **agile methodologies** such as **Kanban**, with Notion as the main project management tool.
- Designed and implemented an **audio manager with pooling** in C#, enabling pitch and clip randomization and volume control.
- Mentored less-experienced students in using Unity's **Input System** and **Animator workflows**.

Game: [Cards Are the Odds](#)

Context: Game developed for Brackeys Game Jam 2025.1 in one week using Unity.

Achievements:

- **Led** the team using **Discord** for communication and task management.
- Developed a **turn-based card combat system** that served as the main gameplay mechanic.
- Designed and implemented the **card system**, including **UI layout** to ensure clarity and intuitive player interaction.
- Created **enemy AI** to simulate realistic combat behavior.
- Ranked **932nd** out of over 2,000 submissions.

Game: Bygrov (In Development)

Context: Personal tower defense project developed in **Unity**. Development progress is shared on LinkedIn.

Achievements:

- Designed and implemented a **procedural map generation system**.
- Developed unique functionalities for **6 different towers**, each with distinct effects.
- Applied the **Object Pooling Design Pattern** to improve performance by reusing tower projectiles.
- Implemented a **simple pathfinding system** integrated with the procedural map generation.
- Created a **spawning system** to generate enemies dynamically based on player power level.

RELEVANT EXPERIENCE

Systems Analyst – Fundação CAEd (2023 – Present)

- Collaborated with a large team to deliver multiple platforms that optimized partner workflows and data visualization.
- Automated internal processes through the development of scripts and integrations, improving time and resource efficiency.
- Resolved issues and analyzed platform impact, proposing data-driven solutions in alignment with business needs.

EDUCATION & CERTIFICATIONS

- **Analysis and Systems Development** - *Faculdades Integradas Instituto Vianna Júnior*
- Unity from Zero to Pro – *EBAC*
- Unity Programming Design Patterns – *GameDev.tv*
- Mastering Game Feel in Unity – *GameDev.tv*
- 3D Game Adventure – *CSJ Digital*

SKILLS

- Unity (2D & 3D)
- C#
- Object-Oriented Programming (OOP)
- Design Patterns
- Git & Version Control
- Gameplay Programming
- Unity Animation & Animator
- UI/UX Design
- Game Design
- Data Structures

LANGUAGES

- **English** - Advanced
- **Portuguese** - Fluent