

# 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.

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## 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.

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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*
  - Intro to Unreal Engine Game Development - *Zenva, 2024*
  - Design of 2D Games - *Crie Seus Jogos, in 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.

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## 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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