Eric Laputka

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Objective

To change the way games are designed and played in the metaverse using my experience with working in virtual reality, attention to detail, my problem solving skills, and my leadership skills.

Education

Received a BFA in Game design at the University of Connecticut with a GPA of 3.596. Graduated in Spring, 2022.

Employment Experience

Game Designer | Pyrebug Studios, Storrs, CT :   Spring 2020- Present

I started as an intern for Pyrebug Studios in March, 2020. I have learned how to work on games as a team. I have been able to display my coding and design ability as well as some skills in 3d design and animation. The engine used is Unity, which has given me a great understanding of the engine and how to code in C#.

Vice President |
Game Design Club at University of Connecticut: Summer 2021- Summer 2022

I am the vice president of the game design club at the University of Connecticut. This position lets me show my passion, dedication, drive, and skills at game design. I convey my leadership skills by assisting newcomers to the field of game design. I am responsible for helping manage the club, get guest speakers, and teaching all that I've learned so far.

Camp counselor | Bridgewater Rec Department, Bridgewater, NJ: Seasonal: Summer 2015- Present

I work as a camp counselor during the summer, and have been since June, 2015. The skills I have learned from this job is working as a team with co-workers. I have also learned problem solving skills while I have been working as a camp counselor. I demonstrate my ability to lead others and teach the campers when needed.

Statement

Award winner in the 2022 University of Connecticut Bachelor of Fine arts showcase. Assisted in development for three Pyrebug games by making prototypes, pitching ideas, and developing games as a team pushing development further to release the games to the public.

Skills

- Experience working with Unity, C#, HTML, Roblox Studios, Github and Construct 3
- Skilled in Advanced Scripting, Advanced Game design, Virtual Reality, 3D Modeling, 3D lighting, 3D rendering
- Gifted in problem solving, leadership, detail oriented, and team-oriented worker