

Eric Laputka

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Games Produced

- **Gatekeeper**- Unity, C#, Substance Painter, 3DS Max, Github
- **Pizza Time**- Unity, C#, Blender
- **Wisdom of Water**- Unity, C#, Substance Painter, 3DS Max, Github
- **Scrapshoot**- Unity, C#, Adobe Suite
- **Keeper**- Unity, C#, Adobe Suite
- **Carbon Dating**- Unity, C#, Adobe Suite
- **Beettalion**- Unity, C#, Blender
- **Castle Adventure**- Roblox Studios, Lua

Employment

Game Designer | Pyrebug Studios

2020- Present

- Designed and drove the development of multiple games and systems, participated multiple game jams, and currently assisting on prototypes.
- Successfully partnered with multiple teams to create fun, accessible experiences for players.
- Displayed coding, design, and 3D animation skills in multiple projects.
- Led development of multiple games using the Unity engine, gaining a solid understanding of C# coding and working with Unity's vast toolset.

Lead Game Designer | Wisdom of Water, EcoPeace Middle East

2022

- Led a multi-team project to create an interactive recreation of the Jordan River and three unique locations.
- Utilized coding skills to create interactive events and model a 3D map of the whole river and its three unique locations.
- Met with the client to gather feedback and iterated on project design.
- Communicated the message of declining water supply and environmental impact through visual representation.
- Recognized as a skilled team leader and valuable team player by the project team and client.

Game Designer | Gatekeeper, University of Connecticut

2022

- Developed "Gatekeeper", an interactive Virtual Reality play with two professors at the University of Connecticut.
- Served as the lead level designer, coder, and 3D artist.
- Utilized Unity engine and coded in C# to create a Virtual Reality experience.
- Modeled the entire scene in 3DS Max and applied textures using Adobe Substance 3D Painter.
- Integrated Unity's tools and plugins such as Post Processing and Cinemachine for polish and movement.

Education

Bachelor of Fine Arts - Digital Media & Design with a concentration in Game Design - University of Connecticut - GPA of 3.72 - 2022

Skills

- Experience working with Unity, C#, HTML, Roblox Studios, Github, and Construct 3
- Skilled in Scripting, Game Design, Virtual Reality, 3D Modeling, 3D lighting, and 3D rendering
- Detail-oriented and gifted; problem-solver, leader, team-builder, and worker who gets the job done.

Achievements

- Winner of the 2022 University of Connecticut Bachelor of Fine Arts showcase award with the video game; Pizza Time.
- Vice President of the Game Design Club at the University of Connecticut. Demonstrated passion, dedication, and leadership skills by mentoring newcomers, managing the club, and being the "go-to" person in video game & media design.