Eric Laputka

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Objective

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

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 problem-solver, leader, detail-oriented, and team-oriented worker

Achievements

- Winner of the 2022 University of Connecticut Bachelor of Fine Arts showcase award with the video game; Pizza Time.

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**

Guided the development of three Pyrebug games and prototypes. This included pitching ideas and leading the development of them, meeting tight timelines to successfully launch them to the public. Displayed my coding and design ability as well as 3d design and animation skills. The engine used is Unity, which gave me a great understanding of coding and working with the engine and how to code in C#.

Vice President | Game Design Club, University of Connecticut **2021- 2022**

As the vice president of the game design club at the University of Connecticut, I showed my passion, dedication, drive, and skill in game design. I displayed my leadership skills by mentoring newcomers to the field of game design. By managing the club, I was responsible for identifying and scheduling guest speakers, and teaching what I've learned. As a result, I was labeled as the "go-to" person in video game and media design at UConn.

Lead Prototyper | Gatekeeper, University of Connecticut **2022**

Gatekeeper is an interactive Virtual Reality play I worked on with two professors at the University of Connecticut. I was the lead level designer, coder, and 3d artist. I set up Virtual Reality in the Unity engine, coded in C#, modeled the whole scene in 3DS Max, textured in Adobe Substance 3D painter, and shared project files over Github. In addition, I was able to use Unity plugins (Post Processing and Cinemachine) for polish and movement.

Education

Bachelor of Fine Arts - Digital Media & Design with a concentration of Game Design - University of Connecticut - GPA of 3.7 - 2022