

Eric Laputka

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Objective

Seeking a full time position in the game industry using my ability to code and design, my problem solving skills, and my leadership skills.

Education

Currently getting a BFA in Game design at the University of Connecticut. My current GPA is 3.596. The projected graduation date is 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- Present

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

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 in Unity, Roblox Studios, and Construct 3
- Taken courses in Advanced Scripting, Advanced Game design, 3D Modeling, 3D lighting, 3D rendering
- Experience in problem solving, leadership, and team-oriented worker