

Eric Laputka

Resume

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About

My name is Eric Laputka, I am from Bridgewater New Jersey, and I am currently enrolled at the University of Connecticut, and am going for a BFA in game design. I am currently a senior in the fall 2021 semester. I am currently the vice president of the University of Connecticut game design club. I have a passion for game development, and enjoy doing 3d modeling and to do 3d rendering from time to time. I am very passionate about game design despite having so much more to learn. My goal is to be a great game developer, and know that through my hard work and determination, I will be able to get there.

Skills

- Experience working in Unity
- Taken courses in Scripting, Game design, 3D Modeling, 3D lighting, 3D rendering
- Works well with others
- Problem solving skills
- Leadership Skills

Experience

Game Designer | Pyrebug Studios:

I am a game designer for Pyrebug Studios. I have been a vital part of the company and have worked on games such as delirium, guild keeper, and carbon dating. I have pitched, prototyped and designed aspects of these games all will be released in the near future.

Camp counselor | Bridgewater Rec Department:

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.

Stock guy | Somerville Super Saver:

I work as a stock guy and have been since January, 2018. The skills I have learned from this job are communicating and helping out customers. I have to give recommendations to customers, and usually that involves selling a customer onto a product, and why they should buy one brand instead of another.

