Eric Laputka

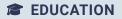
Game Designer & Environmental Artist

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908-300-1572
Portfolio
LinkedIn

PROFILE

Do it all game designer with multiple years in various roles looking for an opportunity to pursue my passion in game design.



University of Connecticut, Digital Media & Game Design 2018 – 2022

Hard Skills – Game Design, Playtesting, Prototyping, 3D, Software Development, Scripting, Team Leadership.

Languages – C#, C++, JavaScript, Lua, HTML.

Tools & Software — Unity, Unreal, Roblox, 3DS Max, Blender, Adobe Suite, Substance Painter, GitHub.

ACHIEVEMENTS

5 Game Jam's

Ranking top 10% in the 2 most recent Jams

2022 UCONN BFA Showcase Award Winner

For the game *Pizza Time*

UCONN Game Design Club President

Showed leadership and passion by mentoring newcomers, managing the club, and creating networks.

Haskins Family Foundation

2022 - present

Combining creativity and leadership skills to support community outreach, inspire personal development, and contribute to programs promoting selfimprovement while fostering stronger community engagement.

Bridgewater Rec Department Camp Counselor

2016 - 2020

Led activities for children, fostering creativity, teamwork, and problemsolving while developing tailored programs for maximum engagement.

PROFESSIONAL EXPERIENCE

Playnet Inc.

Game Designer & Environmental Artist

2023 - present

- Produced historically accurate levels while preserving proper game flow using the Unreal 5 Engine.
- Modeled and textured new assets in addition to fixing broken models unfinished by the previous team.
- Rebuilt key gameplay systems including in-game settings, and character customization
- Debugging and fixing broken code through blueprints and C++.
- Collaborated with a small team of game industry veterans and juniors to pick up the pieces of a previous team.
- Playtested with dedicated fans and team members to collect useful feedback on bugs and game flow.

Pyrebug Studios 🛛

Game Designer

2020 - 2024

- Developed multiple game prototypes, iterating on mechanics, gameplay, and features based on feedback, playtesting, and design goals.
- Created detailed game design documents (GDDs), outlining core mechanics, narratives, player progression, and visual aesthetics, ensuring a cohesive vision for each project.
- Collaborated closely with artists, developers, and other designers to bring ideas from concept to completion, enhancing teamwork and cross-disciplinary communication skills.
- Gained hands-on experience with various design tools and game engines, continuously improving game design expertise through rapid prototyping and iteration.
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Mojmi

3D Modeling & Application Designer

2023 - 2024

- Collaborated with founders Charley Macedo and Nima Badizadegan to develop a prototype for a cutting-edge application aimed at being the next Bitmoji, emphasizing user customization and real-time interaction.
- Designed and rigged customizable 3D faces, ensuring compatibility with software such as Nvidia's Audio-to-Face and our custom-built application, allowing for dynamic, real-time facial expressions and speech synchronization.
- Developed high-realism prototype characters using Character Creator 4, focusing on enhancing user engagement and immersion through detailed character design.
- Played a key role in weekly team collaborations, delivering functional test models based on iterative feedback loops from venture capitalists, demonstrating adaptability and responsiveness to evolving project needs.

EcoPeace Middle East 🛛

Game Designer & Environmental Artist

2022

- Led a multi-disciplinary team to develop an interactive simulation of the Jordan River, representing three distinct locations, within a 4-month deadline.
- Designed and implemented a software simulation model and a highly detailed 3D map, ensuring both educational value and engaging user experience.
- Collaborated closely with the client to gather requirements, providing iterative feedback and refining the project to meet client expectations.
- Conducted landscape research and used height maps to create accurate terrain, maintaining realism while serving the project's educational goals.
- Recognized by both the client and team as a skilled leader and key contributor, fostering collaboration and innovation throughout the project.

Somerville Super Saver

Customer Service Associate

2018 - 2022

- Provided exceptional customer service by assisting customers with product selection, addressing inquiries, and resolving issues, ensuring a positive shopping experience.
- Enhanced communication and interpersonal skills through daily interactions with a diverse customer base, improving my ability to understand user needs and expectations.
- Collaborated with team members to maintain store organization and product display, reinforcing my teamwork and problem-solving abilities.