Eric Laputka

Game Designer & Environmental Artist

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📞 908-300-1572   📍 NY/NJ Area

🔗 Portfolio   in LinkedIn

🪪 PROFILE

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

🎓 EDUCATION

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

🧠 SKILLS

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.

🏠 ORGANIZATIONS

Haskins Family Foundation ⤢
Volunteer
2022 – present
Combining creativity and leadership skills to support community outreach, inspire personal development, and contribute to programs promoting self-improvement while fostering stronger community engagement.

Bridgewater Rec Department
Camp Counselor
2016 – 2020
Led activities for children, fostering creativity, teamwork, and problem-solving 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 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.