

Eric Laputka

NY/NJ Area

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[LinkedIn](#)

I am a University of Connecticut alumni looking for an opportunity to pursue my passion for game design. I am talented in game design, level design, coding, virtual reality, and environmental art. Please look at my [portfolio](#) to see some of my work.

EMPLOYMENT:

Playnet Inc.

[WWII Online/Chokepoint](#), Game Designer & Environmental Artist: 2023-Present

- Assisted in cleaning up and adding to levels to preserve proper game flow using the Unreal 5 Engine.
- Modeled and textured new assets in addition to fixing UVs and retextured existing models to maintain historical accuracy.
- Relit maps for cinematic feel while players are still visible.
- Debugging and fixing broken systems through blueprints and C++.
- Collaborates well with a team made up of industry veterans as well as junior designers.

Pyrebug Studios

[Various Projects](#), Game Designer: 2020-2024

- Designed and led the development of multiple games using the Unity Engine, and assisted on prototypes.
- Successfully partnered with multiple teams to create fun, accessible experiences for players.
- Displayed agile coding, design, and 3D animation skills in multiple projects.
- Expanded C# software engineering skills and Unity toolset skills.

Mojmi

Mojmi, 3D Modeling, Application Designer: Late 2023-2024

- Worked with entrepreneurs Charley Macedo and Nima Badizadegan on the prototype for a startup.
- Created 3D faces rigged for customization while being usable with programs like Audio-to-Face.
- Learned and created prototype characters using Character Creator 4 for better realism.
- Brought on to design application planned to be used as the next Bitmoji.
- Collaborated as a team and delivered working test models to show off to venture capitalists based on feedback.

EcoPeace Middle East

[Wisdom of Water](#), Lead Game Designer: 2022

- Led a multi-team project to create an interactive simulation of the Jordan River at three unique locations.
- Designed and built a software simulation model and interactive 3D map of the river.
- Worked closely with the client to iteratively gather and refine requirements using agile methods.
- Communicated the message of declining water supply and environmental impact through visual representation.
- Recognized as a skilled team leader and valuable contributor by the team and client.

EDUCATION:

University of Connecticut: Bachelor of Fine Arts - Digital Media & Game Design (3.72 GPA) 2022

SELECTED SKILLS & ACHIEVEMENTS:

Languages: C#, C++, JavaScript, Lua, HTML

Graphics/Dev Tools: Adobe Substance 3D, Autodesk 3DS Max, Adobe Suite, Blender, GitHub

Functional Skills: Game Design, 3D Modeling, 3D Lighting, Software Development, Testing/Debugging, Leadership skills

2022 University of Connecticut BFA Showcase Award

Winner: for the game; Pizza Time

2022 President of the Game Design Club - Connecticut.

Demonstrated passion, dedication, and leadership skills by mentoring newcomers, managing the club, and being the "go-to" person in video game & media design.

4 Game Jams - Showed my passion for game design and ability to work with a team by participating in 4 game jams. Ranking 722 out of 6842 participants as well as top 200 for presentation in my most recent game jam.