

Guilherme Carvalho Fritis

Game Developer in Unity

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OBJECTIVE

Seeking a position as a game developer using Unity, joining a creative team where I can apply and enhance my skills in game development and contribute to the creation of innovative and impactful experiences.

ABOUT ME

I am a Unity certified Game Developer, with experience in several projects since my graduation. I specialize in developing gameplay systems, UI, and user experience. Passionate about innovation and continuous improvement, I enjoy transforming creative ideas into reality and enhancing the player experience through well planned design and development.

RELEVANT EXPERIENCES

Game Developer – Game Jam Participant (2023 - Present)

- Developed several games for various game jams, such as the **Brackeys Game Jam** and the **Global Game Jam** using **Unity** and **C#**. You can find these games in the "[Projects](#)" section.
- Created and implemented **gameplay mechanics**, **UI systems**, and **performance optimization** under tight deadlines to improve player experience using Unity tools such as:
 - **Cinemachine** to configure the game camera;
 - **DoTween** to perform simple animations programmatically;
 - The new **Input System** to detect player inputs;
 - And Unity's own **Pooling** system, where I made some implementations to facilitate its integration with my game codes.
- In game jams where I participated with a team, I used **Notion**, **Git**, and **Kanban methodologies** for task management and workflow.

- Ranked **83rd out of over 1,400 submissions** in Brackeys Game Jam 2024.2 and **173rd out of over 900 submissions** in Brackeys Game Jam 2023.2.

EDUCATION

Analysis and Systems Development - *Faculdades Integradas Instituto Vianna Júnior, 2021*

QUALIFICATIONS

- **Digital Game Design** – Faculdades Integradas Instituto Vianna Júnior
- **Unity from Zero to Pro** – EBAC
- **Game Design Experience** – Crie Seus Jogos
- **2D Game Design** – Crie Seus Jogos
- **Programming Patterns in Unity** – [GameDev.tv](https://www.gamedev.tv/)
- **Introduction to Game Development in Unreal Engine** – Zenva

PROJECTS

Game: [Channel of Monsters](#)

Developed for the **Brackeys Game Jam 2024.2** in just one week using **Unity**.

I was **responsible for all game development**, game design, programming, implementation, and art.

In this game, I created a **dialogue system**, allowing the player to follow or skip the game's dialogues according to their style. Additionally, I worked on an **improvement and economy system**, where the player earned money from different sources and used it to upgrade their ship and progress through another night.

After the Game Jam ended, I made improvements to the game based on the feedback I received and implemented **touch controls**, making the game playable on mobile.

I used Unity tools to enhance my game, such as Cinemachine and DoTween, and used free sprites from the Unity Asset Store to assemble the game's visuals, ranking it in **83rd place among more than 1,400 submissions**.

Game: [Bubble Gun](#)

Developed for the **Global Game Jam 2025** in just 48 hours using **Unity**.

Collaborated in a team of 7 people, contributing to **programming**, **game design**, and **production**, using Notion for task management and organization.

In this game, I experienced the **leadership role**, being responsible for deploying the game in Unity and assisting other team members who were learning.

In the game's programming, I contributed with an **audio manager** that facilitated the creation of *pools* to generate different sounds from the same source, allowing control of sound pitch, randomization of tone, and selection of audio from a list.

This game also works with the "**Local Cooperative**" concept, allowing two players to play simultaneously. Input controls were implemented for this purpose.

Game: [Cards Are the Odds](#)

Developed for the **Brackeys Game Jam 2025.1** in just one week using **Unity**.

Collaborated in a team of 4 people, contributing to **programming**, **game design**, and **production**, using Notion for task management, documentation, and organization.

In this game, I was responsible for all programming and developed a **turn-based combat system using cards**. The game also **simulated a dice roll** that dictated the results of the player's actions. The game also works with **resource management**, where the player needed to manage their fuel, using cards that generated resources while others used those resources.

The **enemy AI** was simple, and the enemy always followed a sequence of actions, allowing players to predict their action and act accordingly.

Game: [Underground](#)

Developed for the **Brackeys Game Jam 2023.2** in just one week using **Unity**.

I was **responsible for all game development**, game design, programming, implementation, and art.

This was my first time participating in the Brackeys Game Jam, so everything was new in a way. It was my first time working with **tight deadlines** and developing a **complete game alone**.

Even so, I was able to work on new concepts that I found very cool, such as a **level system**, where the character's attributes, such as health and damage, were improved when leveling up. I also worked on **randomness** and **stages**, where the player needed to complete a stage to progress to the next, and the stages followed a random order, as well as the enemies, which were randomly generated for each stage.

In this game, I also worked on various concepts in the **UI** to improve the player experience. A great example of this was the player's shot. Every 3rd shot caused more damage, and it was clear to the player when this more powerful shot would occur through UI signals and the shot's own animation.

I used Unity tools to improve my game and used free sprites from the Unity Asset Store to assemble the game's visuals, ranking it in **173rd place among more than 900 submissions**.

Game: [Ship Wrecking](#)

Developed in two weeks using **Unity**.

I was responsible for all **code and game implementation**, including the addition of some mechanics.

In this game, I was not responsible for the game design like in the others. I followed a document passed to me. The most complicated concept I worked on was the **enemy AI**.

In this game, there were 2 different enemies that needed to behave in very different ways. One of them just followed the player, but the other shot at the player and needed to position itself at a certain distance and always look in its direction, which required a lot of work from me to polish its behavior.

This game allowed the user to make some settings for duration time, time between enemy generation, and game volume. At the end of each game, the score the player made was displayed.

SKILLS

Technical Skills:

- Unity (2D & 3D)
- C# Programming
- Unity Design Patterns
- Git for Version Control
- Gameplay Programming
- Unity Animation and Animator
- Unreal Engine (Blueprints)
- UI/UX Design

Game Development Skills:

- Game Design
- Kanban & Agile Methodologies
- Logical Thinking

LANGUAGES

- **English** - Advanced
- **Portuguese** - Fluent