

Guilherme Fritis

Unity Game Developer

- Portfolio: <https://guifritis.github.io/MyPortfolio/>
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OBJECTIVE

Certified Unity Developer specializing in 2D game development for PC, with experience in mobile and 3D projects. Passionate about crafting immersive and high-quality gaming experiences by applying strong technical and game design skills.

ABOUT ME

I am a Unity-certified Game Developer with experience in multiple game projects since my graduation. While I specialize in 2D game development, I am also skilled in 3D and mobile projects. Passionate about innovation and continuous improvement, I enjoy bringing creative ideas to life and enhancing gameplay through thoughtful design and development.

RELEVANT EXPERIENCE

Game Developer – Game Jam Participant (2023 - Present)

- Developed multiple games for **Brackeys Game Jam**, **Global Game Jam**, and other competitions using **Unity** and **C#**.
 - Designed and implemented **gameplay mechanics**, **UI systems**, and **performance optimization** under tight deadlines to enhance player experience.
 - Collaborated with teams using **Notion**, **Git**, and **Kanban methodologies** to manage tasks and improve workflow.
 - Successfully ranked **83rd out of 1,400 submissions** in Brackeys Game Jam 2024.2 and **173rd** in Brackeys Game Jam 2023.2.
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EDUCATION

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

- **Digital Game Design** – Faculdades Integradas Instituto Vianna Júnior, 2020
 - **Unity from Zero to Pro** – EBAC, 2023
 - **Game Design Experience** – Crie Seus Jogos, 2024
 - **Intro to Unreal Engine Game Development** – Zenva, 2024
 - **Design of 2D Games** – Crie Seus Jogos (*In Progress*)
 - **Unity Programming Design Patterns** – GameDev.tv
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PROJECTS

Game: [Bubble Gun](#)

Developed for **Global Game Jam 2025** in just 48 hours using **Unity**. Collaborated with a team of 7, contributing to **development, game design, and production**. Used Notion for task management and organization.

Game: [Channel of Monsters](#)

Developed for **Brackeys Game Jam 2024.2** in one week using **Unity**. **Designed and developed entirely by me**, ranking 83rd out of 1,400 submissions.

Game: [Underground](#)

Developed for **Brackeys Game Jam 2023.2** in one week using **Unity**. **Designed and developed entirely by me**, ranking 173rd among hundreds of submissions.

Game: [Ship Wrecking](#)

Developed in two weeks for a job opportunity using **Unity**. Responsible for **all scripting and game implementation**, including the addition of a fog mechanic that decreases the player's field of view upon entering.

SKILLS

Technical Skills:

- Unity (2D & 3D)
- C# Programming
- Unity Design Patterns
- Git & 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 - Fluent
 - Portuguese - Native
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