EDUARDO ANTONIO SEITZ

UNITY DEVELOPER

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INFORMATION AND CONTACT
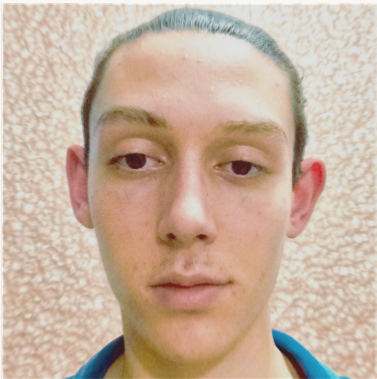
EMAIL — contact@eduardoseitz.com

PORTFOLIO — eduardoseitz.com

LINKEDIN — linkedin.com/in/eduardoseitz/

GITHUB — github.com/eduardoseitz

ITCH — eduardoseitz.itch.io/

SKILLS

- UNITY 3D
- UNITY 2D
- C#
- inkscape
- Blender

LANGUAGES

- ENGLISH - Fluent
- PORTUGUESE - Native
- SPANISH - Basic

EXPERIENCE

DEVELOPER - (April 2019 - Current Job)

Part of the Innovation team working mainly with User Experience and Prototyping of Web and Android Software.

SELF EMPLOYED DESIGNER - (April 2018 - April 2019)

Worked in a lot of different design projects. Some works are displayed in my portfolio website.

VOLUNTEER TEACHER ASSISTANT

Helped a teacher lessioning a poor community at a college how to work with computer fundamentals.

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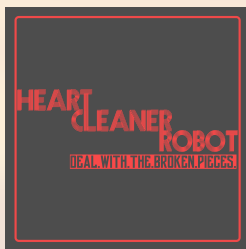## GAME PROJECTS

PIRATE + RACER

a fun prototype game where you take action as a pirate who is racing against time to get some treasures. Coded by myself for the Kenney Game Jam of 2019.

Skills

- Ship Controller
- Lap Timer Tracker
- Checkpoints
- Nested Prefabs

- Level Design
- PBR Materials
- Lightweight Pipeline
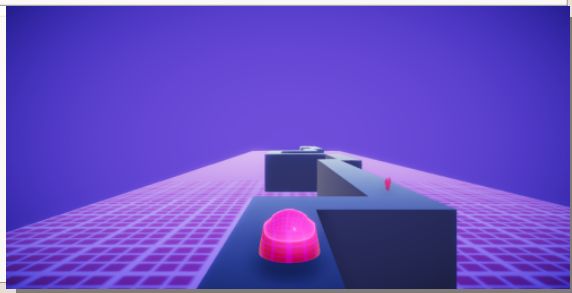- Web Deployment

HEART CLEANER ROBOT

A hardcore platformer prototype made for the interesting themed "Love is Blind" Brakeys Game Jam. All made alone in a 48 hour span.

Skills

- Level Loader
- Seamless Levels
- Post Processing
- Custom Menus

- Level Design
- Texture
- 3D Models
- 3D Animations

TOWN 3310

A retro phone styled strategic game made in a team. I was the lead programmer implementing all the core mechanics and UI while following the jam's limitations.

Skills

- Game Menager
- Input Controller
- Pixel Perfect
- Fixed Resolution

- Building Manager
- Disasters Behaviour
- Complex Menus
- Team Management

THANK YOU FOR YOUR TIME

Full portfolio at **www.eduardoseitz.com**

Feel free to send me feedback or any questions to **contact@eduardoseitz.com** so that I can get back to you as soon as possible.