GAV SARAFIAN

Level Designer

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SUMMARY

Multi-discipline Level Designer. Passionate about evoking emotions and conversation through meaningful, curated experiences.

SOFTWARE

3DSMax	Premiere
Confluence	Substance Painter
Dunia Engine	Twine
Fade In	UDK
Jira	UE4
Maya	Unity
Photoshop	

LANGUAGES

English
Français

REFERENCES

Coley Caverley
Level Designer, Ubisoft Toronto
coley.caverley2@ubisoft.com

Andrejs Verlis
Associate Director, Ubisoft Toronto
andrejs.verlis@ubisoft.com

EXPERIENCE

SOLO WORKS
October 2020

- Developed and released *Deficit*, an Interactive Fiction game about ADHD; worked with FPS (First Person Scholar) to refine and publish game
  https://astralditz.itch.io/deficit

BIOMES QC SPECIALIST / Ubisoft Toronto
February 2018–Present *(Far Cry 6)*

- Self-driven: Defined the parameters of Biomes Tester as a brand new role for the studio. Created all documentation for the role, acts as a primary source of information for colleagues
- Knowledge of pipeline from asset creation to implementation—often collaborates with artists to solve issues, and fixes bugs on a regular basis. Coordinates across QC team to maintain consistent art quality across the game world
- Responsible for validating all Biomes assets; ensuring they are within metrics (ie; size, react with physics/other systems, are within polycount/texture budget, etc), logging bugs, and following up on fixes
- Communicated with colleagues on tasks in both English and French

Leadership

- Created LGBTQ2S+ Employee Group. Organized several events and co-organized on initiatives (including pushing for All-Gender Washrooms, updating Orientation Material and our Harassment & Abuse Policy, collaborated with studio for Pride events). Responsible for almost $10K in donations, both from the studio to external groups, as well as via fundraising

CINEMATICS QC SPECIALIST / Ubisoft Toronto
June 2017–January 2018 *(Far Cry 5)*

- Responsible for reviewing all in-game cinematics, logging bugs, ensuring cinematics quality standards (timing, lighting, lip-sync, camera, etc), and capturing gameplay for various purposes
- Regularly synced up with team members and leadership to resolve issues relating to gameplay and cinematic assets

TEXTURE ARTIST / Guru Studio
March 2016–March 2017 *(Paw Patrol)*

- Responsible for creating accurate textures and shaders for assets from concept art, as well as UV unwrapping
- Collaborated with fellow artists to hit targets and develop the best art possible within deadlines, in addition to mentoring junior artists with pipeline art techniques
- Worked with senior artists to develop the look and style of large set pieces

EDUCATION

GAME DEVELOPMENT / Durham College
2009–2012
Ontario College Advanced Diploma, Graduated with Honours