

GAV SARAFIAN

Scriptwriter

Toronto - Canada
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SUMMARY

11+ year Industry vet. Multi-discipline Scriptwriter. Passionate about evoking emotions and conversation through meaningful, curated experiences.

SOFTWARE

Final Draft	3DSMax
Fade In	Maya
Snowdrop	Photoshop
Unreal	Premiere
Unity	Substance Painter
Confluence	Twine
Jira	Script-E

LANGUAGES

English
Français

REFERENCES

Kyle Muir
Team Lead Writer, Ubisoft Toronto
kyle.muir@ubisoft.com

Paul Dobson
Associate Narrative Director, Ubisoft Toronto
paul.dobson@ubisoft.com

EDUCATION

Game Development, Durham College
2009-2012
Ontario College Advanced Diploma,
Graduated with Honours

EXPERIENCE

SCRIPTWRITER / Ubisoft Toronto

February 2024 – June 2024 (*Assassin's Creed Shadows*)

- Created systemic barks for NPCs, names & descriptions for weapons, loot, and more (currently under NDA).
- Referenced historic sources and worked with Narrative Director, Voice Designers & other roles to ensure that the unique context of the game's setting and story were adhered to and met the quality bar that is expected of the brand.

November 2022 – January 2024 (*Splinter Cell Remake*)

- Core Narrative team member. Responsible for the narrative content for three levels (including cinematics). Collaborated frequently with Narrative team to ensure story cohesion, quality, and to generate ideas & solutions for content.
- Wrote & developed in-game mission scripts, NPC dialogue & barks, mission objectives, UI content, and much more (limited by NDA). Wrote & developed several cinematic scripts. Added content from proprietary scriptwriting software to engine & linked them to NPCs & other in-game elements. Referenced original game, online & internal resources to ensure quality expectations of a modern game while retaining the flavour and memorable moments of the original.
- Frequently met with core team for each level (Level Designer, Artist, Audio, Lighting, etc) to collaborate, often helping one another find new innovations, ideas, and approaches to improving content within our own disciplines.
- Participated in writer's rooms & punch-up sessions with Narrative team, frequently contributed to each others' scripts.
- Attended voice-over recording sessions to ensure tone & context of spoken dialogue, provided on-set script support.

QUALITY CONTROL / Ubisoft Toronto

April 2022 – November 2022 (*QC Specialist - XDefiant*)

February 2018 – April 2022 (*Biomes Specialist - Far Cry 6*)

June 2017 – February 2018 (*Cinematics Specialist - Far Cry 5*)

- Defined parameters of Biomes QC as a new role for the studio. Created all documentation for the role. Acted as primary source of information for colleagues. Ensured quality of assets, logged & often fixed bugs.
- Knowledge of pipeline from asset creation to implementation. Collaborated with artists to solve issues. Coordinated with QC team to maintain consistent art quality across game world.

LEADERSHIP / Ubisoft Toronto

2018 – 2024 (*Rainbow Six Queer ERG*)

- Created 2SLGBTQIA+ Employee Resource Group. Co-organized several events and initiatives (creation of all-gender washrooms, more inclusive orientation material, harassment & abuse Policy, studio-wide Pride events). Responsible for almost \$10K in donations, both from the studio to external groups, as well as via fundraising.

SOLO WORKS

October 2020

- Developed and released *Deficit*, an Interactive Fiction game about ADHD. <https://astralditz.itch.io/deficit>