

GAVIN SARAFIAN

3D Environment Artist

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SUMMARY

Self-motivated 3D artist committed to building engaging, memorable games as part of an adaptive creative team.

SOFTWARE

Photoshop	xNormal
Substance Painter	Mari
Maya	Scaleform
3DS Max	uvLayout
UDK	Audacity
UE4	Bugzilla
Unity	Toolbag 2
Quixel Suite	After Effects
Z-Brush	Shotgun
Premiere	

REFERENCES

Billy Matjuniis

Assistant Art Director, Ubisoft Toronto
billy.matjuniis@ubisoft.com

Matthew Scriver

QC Team Lead, Ubisoft Toronto
matthew.scriver@ubisoft.com

EXPERIENCE

BIOMES QC SPECIALIST / Ubisoft Toronto

February 2018–Present (*Unannounced Project*)

- Responsible for validating all new 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
- Coordinated with QC team to maintain consistent art quality across the game world (ie; checking how assets appear in game and across versions)
- Collaborated on assets to bring them within spec; often fixing small issues with assets to free artists up to work on other objects

CINEMATICS QC SPECIALIST / Ubisoft Toronto

June 2017–January 2018 (*Far Cry 5*)

- Responsible for reviewing all in-game cinematics, logging bugs, and ensuring they held up to standards (including timing, lighting, lip-sync, camera, etc)
- Regularly synced up with various team members and leadership to resolve issues relating to gameplay and cinematic assets
- Collaborated with different cells to capture gameplay relevant to various needs (ie; sizzle reels, BINK video content)

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

JUNIOR PRODUCTION ARTIST / Glu Toronto

April 2015–October 2015 (*Kendall & Kylie, Kim Kardashian: Hollywood*)

- Tasks included using Photoshop to convert raw 2D illustrations into game-ready assets, as well as optimizing and fixing any rendering issues (ie; artifacting)
- Secondary roles included fixing art-related bugs, data entry to keep track of assets, and creating visual references for completed art

EDUCATION

GAME DEVELOPMENT / Durham College

2009–2012

Ontario College Advanced Diploma, Graduated with Honours

FOUNDATIONS IN ART & DESIGN / Durham College

2008–2009

Certificate