

GAV SARAFIAN

Level Designer

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SUMMARY

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

SOFTWARE

UDK	Fade In
UE4	Photoshop
Unity	3DSMax
(Undisclosed Proprietary Engine)	Maya
Premiere	Substance Painter

LANGUAGES

English
Français

REFERENCES

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

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

EXPERIENCE

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

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 fundraiser.

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

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