

ÉLIE SARFATI

LINE GAME DESIGNER JUNIOR

CONTACT

+33 6 26 11 92 63
e.sarfati@rubika-edu.com
www.linkedin.com/in/esarfati/

DESIGN SKILLS

Player centered approach
Systems approach
Genre analysis

*I am interested in studies of player
motivational behaviors.*

TECHNICAL SKILLS

Prototyping - **Unity, UE4**
Tooling - **Unity C#, VBA**
Versioning - **Github**
Data - **Excel, Machinations**

*I am working on my own **Eyetracking** tool to
understand how **player focus** work.*

SOFT SKILLS

Teamwork
Quick learning
Emergency handling
Quick decision making

WORKING LANGUAGES

French - Native
English - Fluent

*I studied **Ancient Greek, Latin, Russian and
Japanese** as hobbies.*

EDUCATION

GAME DESIGN STUDENT
RUBIKA SUPINFOGAME
2017 - 2022

LAW STUDENT
PANTHÉON-ASSAS UNIVERSITY
(PARIS II)
2013 - 2016

SCIENTIFIC BACCALAURÉAT
2013

ABOUT ME

I started studying **Game Design** after 4 years of **Law studies** and **students union involvement** at the *General Association of Paris Students*. I think both are related: studying Law taught me **analysis** and understanding of **systemic rules**; union involvement taught me **management & teamwork**. That is what defines me as a Game Designer.

MAIN EXPERIENCE

GAME DESIGN CONSULTING

Free-lance | October 2021 - ...

Following my internship at Nacon, I had the opportunity to continue my missions with them as a freelancer. This way to work on missions with a client and managing my time helps me to be more professional in my work.

GAME PRODUCER

Final year school project | October 2021 - June 2022

I am the producer of a 10-student final year school project, which is a Doom-like first-person shooter. In addition to managing the team, I use my knowledge as a game designer and the experience I gained during my internship to organize the production pipeline and to provide relevant feedbacks.

EDITORIAL GAME DESIGNER

Internship at Nacon | June 2021 - September 2021

I brought to a publisher my game designer's expertise. In 4 months my responsibilities changed from high-level analysis for a whole game brand, to low-level consulting with studios. I also worked on improving communication between marketing team and producers.

LEAD GAME DESIGNER & SYSTEM DESIGNER

Steam Publishing School Project | October 2020 - February 2021

With 9 other students, I worked as Lead GD focused on the system design part of the production. It is a 4-player party game, released on July 2021.

[\(Steam page here\)](#)

PROGRAMMING & LEAD QUALITY ASSURANCE

Warioware-like School Project | November 2019 - January 2020

On a 41-student project, my main role was to design the whole integration pipeline of 82 micro-games to a macro-game holding them, and making it work.

ALTERNATIVE CONTROLLER DESIGNER

Alternative Controller School Project | November 2019 - January 2020

In a team of 5, we designed an alternative controller for a minimalistic game using a crowd as a Joystick. I developed the whole program using Unity.

www.crw-d-project.com

GAME DESIGNER

Boardgame School Project | October 2017 - May 2018

In a team of 2 game artists, and 3 game designers, I discovered how to design a game, working on an asymmetric cooperative strategic boardgame.

PRESIDENT

General Association of Paris Students | September 2016 - September 2017

I headed the executive office of the main student federation of Paris region. I became acquainted with responsibilities and the organizational structure.

HOBBIES

While Candide is taking care of his garden, I like to take care of my cactus named Bolsonaro. And what about you ?