

# GAV SARAFIAN

## Level Designer

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gavsarafian.com

## SUMMARY

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

## SOFTWARE

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

## LANGUAGES

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English  
Français

## REFERENCES

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

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

## EXPERIENCE

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### 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

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### GAME DEVELOPMENT / Durham College

2009–2012

Ontario College Advanced Diploma, Graduated with Honours