

Elad Flaishon - EU citizen

Rochester, NY

elad0211@gmail.com | +1 (585) 498-0968

www.EladFlaishon.com | www.linkedin.com/in/elad-flaishon/

Profile

Game Designer with 10 years of Unity development experience, turn-based combat design experience, including developing and designing complex PCG systems, In-engine tool development, 2 published TTRPGs, and more. Currently completing an M.S. in Game Development at Rochester Institute of Technology. As of 2023, I joined forces with 4 other developers to launch an indie studio, Don Pigeon Productions, where I work as a Technical Designer.

Industry & Project Experience

Technical Designer – Cursebreakers & Verdant Engine - In Development

Don Pigeon Productions LLC | May 2024 – Present

- Developed a Wave Function Collapse-inspired level generation pipeline that creates a random, fully traversable 3-storied house.
- Built a system used by multiple designers to create rooms with unique adjacency and placement rules, as well as easily integrate special mechanics for them.
- Designed and fully developed an environment and an enemy A.I in a multiplayer Steamworks environment
- Wrote tech design docs, translating high-level mechanics into scalable Unity systems to support long-term development.

Writer (freelance) – Pathfinder 2e - In Development

Paizo (freelance) | April 2026 – Present

- Wrote full narrative briefs for multiple regions and cultures in an in-development Campaign Setting book.
- Studied quickly a complex pre-existing world with over 95 books, integrating new content while staying faithful to current lore.

Gameplay Designer – Sunderfolk - Published

Secret Door | May 2022 – Aug 2022

- Designed tutorial levels and early-game encounters with a focus on world building, pacing, and onboarding.
- Created and balanced abilities for the Berserker and Pyromancer classes, emphasizing coop gameplay.
- Worked on balancing the investor demo as well as creating its cinematics.

Writer & system designer - The Fabled Few (Published) | SuperNova (In development)

Sept 2022 – current

- Designed, wrote, and playtested two full 100+ pages of TTRPG system books integrating narrative themes directly into mechanics, focusing on translating narrative into systems.
- Designed modular systems for encounters, progression, and world interaction across long-form campaigns.

Gameplay Developer – Farming Simulator Kids- Published

DarkWind Media | Jan 2022 – May 2022

- Implemented gameplay systems, including character customization and inventory management in Unity.
- Developed scalable save/load pipelines using JSON and SQL.
- Integrated Spine animations and UI systems across multiple game states and screens.

Education

Rochester Institute of Technology – Rochester, NY

M.S. in Game Design & Development

GPA: 3.9 | Dean's List | Academic Merit Scholarship

Expected Graduation: June 2026

Skills

Programming: C#, C++, Python, JavaScript

Engines: Unity, Unreal Engine

AI & Systems: Game AI Architecture, GOAP, PCG, Semantic WFC, LLM Prototyping

Tools: Git, GitHub, GitLab, Visual Studio, VS Code, Excel, Maya, 3DS Max

Languages: English (Fluent), Hebrew (Fluent)