

Elad Flaishon - EU/ISR citizen

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Profile

Technical Game Designer with 10 years of Unity experience specializing in gameplay systems, procedural generation, designer tooling, and technical design. Experienced building modular, data-driven gameplay frameworks that enable designers to rapidly create new mechanics without additional engineering support. Professional experience spans multiplayer gameplay, AI systems, level generation, editor tooling, encounter design, and narrative systems across commercial games and published tabletop RPGs.

Industry & Project Experience

Technical Designer – Cursebreakers - In Development

Don Pigeon Productions LLC | May 2024 – Present

- Designed and implemented a multi-floor procedural generation framework using semantic Wave Function Collapse, generating fully traversable haunted mansions with automatic validation and repair.
- Built a modular gameplay framework powering pickups, environmental interactions, haunt objectives, and designer-authored gameplay using reusable conditions and outcomes instead of bespoke scripts.
- Developed custom Unity editor tools and Inspector workflows, enabling designers to rapidly create items, interactions, objectives, and gameplay logic entirely through data.
- Designed and implemented multiplayer gameplay systems including Steamworks integration, AI behaviors, interactable environments, inventory systems, and dynamic objective progression.

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)