

Elad Flaishon

Rochester, NY

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Profile

Technical designer with experience building complex PCG systems, tool development, and designing coherent and interesting game systems. Currently completing an M.S. in Game Development at Rochester Institute of Technology. Recently, 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 - In Development

Don Pigeon | 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 am in a multiplayer Steamworks environment

Encounter Designer – Sunderfolk - Published

Secret Door | May 2022 – Aug 2022

- Designed tutorial levels and early-game encounters with a focus on clarity, pacing, and onboarding.
- Created and balanced abilities for the Brsrker and Pyromancer classes, emphasizing systemic readability and counterplay.
- Worked on balancing the investor demo as well as creating its cinematics using Unity Timeline.

Technical Designer – Verdant Engine - Demo Published

Don Pigeon | May 2023 – Present

- Designed and implemented **core combat systems**, including enemy AI behaviors, plant abilities, weapon systems, and a turn-based state machine.
- Built the **technical design architecture**, translating high-level mechanics into scalable Unity systems to support long-term development.
- Engineered **player-facing systems and UI**, including full game GUI and gameplay integration of plant placement, inventory, and artifact systems

Software 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.

Academic Experience

Research assistant – LLM Research

Rochester Institute of Tech | Aug 2024 – Aug 2025

- Work with local LLM development in Python and Unity environments.
- Debugged and analyzed LLM mass output using self-developed tools.

Game Designer – ACI Grant Games

Elad Flaishon / ACI Learning Partnership | Aug 2023 – Jan 2024

- Designed educational minigames teaching cybersecurity to non-gamers.
- Developed low-complexity systems with narrative framing and military consultation.
- Focused on accessible design for a rural, adult audience with limited playtime.

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)