# Elad Flaishon

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## Profile

Game-focused AI and systems designer with strong engineering foundations and hands-on experience building playable AI systems. Experienced in traditional game AI (decision trees, GOAP), procedural content generation, and applied research involving large language models. Currently completing an M.S. in Game Design & Development at Rochester Institute of Technology (GPA 3.9, Dean's List). Focused on rapid prototyping, player-facing systems, and turning experimental AI into practical, fun game experiences.

## Technical Focus

- Game AI: Decision Trees, Behavior Systems, GOAP-style planning
- Procedural Content Generation: Constraint-based systems, Semantic Wave Function Collapse
- Applied AI Research: LLM experimentation, integration strategies, tooling prototypes
- Gameplay Systems: Readable, debuggable, designer-facing architectures
- Rapid Prototyping: Concept to playable proof-of-concept

## Industry & Project Experience

### AI & Systems Designer – Cursebreakers

Don Pigeon | 2023 – Present

- Designed and implemented large-scale procedural environments using semantic, constraint-based Wave Function Collapse.
- Built system-level validation, including reachability checks, path repair, and iterative generation safeguards to preserve gameplay flow.
- Developed AI-driven gameplay systems with a focus on designer control, debuggability, and player readability.
- Integrated systems into a server-authoritative multiplayer architecture using Steamworks networking.

### Encounter Designer – Sunderfolk (Secret Door Studios)

May 2022 – Aug 2022

- Designed tutorials and early-game encounters with a focus on clarity, pacing, and onboarding.
- Created and balanced abilities for multiple player classes, emphasizing systemic readability and counterplay.

- Collaborated closely with engineering, audio, and narrative teams to iterate on gameplay flow.
- Built investor demo cinematics using Unity Timeline to clearly communicate gameplay intent.

### Software Developer – Farming Simulator Kids (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.

### Level Designer – Changeling (VR) (Magic Spell Studios)

Nov 2020 – Aug 2021

- Designed and prototyped VR levels in Unreal Engine using Blueprints.
- Focused on spatial readability, interaction affordances, and player comfort.
- Iterated on level flow and encounter pacing through frequent playtesting.

## Academic & Teaching Experience

### Teaching Assistant – VR Level Design & Virtual Worlds

Rochester Institute of Technology | Jan 2024 – Present

- Supported students working in Unreal Engine 5 for VR projects.
- Provided instruction on spatial design, player guidance, and systemic thinking.
- Assisted with debugging, iteration, and translating design intent into playable systems.

## 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, TypeScript, Lua
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)