

Sylvain Dubrofsky

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Professional Experience

PopCap
Lead Designer

Seattle, WA
March 2012–Present

Unannounced Mobile Title

- Lead of a tiny team creating mobile designs and prototypes from scratch in Unity
- Working on all aspects: programming, scheduling, ui, testing, art, animations, etc...

Peggle 2 (Xbox One)

- Lead designer responsible for project vision both internally and for press
- In one year, shipped a launch title that started with a design, engine, and team built around mobile

Lucky Gem Casino (Facebook)

- Led design of new slot games including the top two performing slots and general design

Harmonix
Senior Designer/Lead Gameplay Designer

Cambridge, MA
May 2008–December 2011

Fantasia (Kinect 360)

- Designed and implemented many prototypes including one of the shipping modes

Rock Band 3 (360, PS3, Wii)

- Designed and led development of new gameplay systems and improvements to all existing gameplay systems including scoring, all 4 instruments, tutorials, harmonies, and pro drums
- Designed and led development of 2 new instruments (Pro Guitar and Pro Keyboards)
- Designed training modes to teach how to play real drums, guitar, and keyboards
- Design representation for press tours and partner relations

The Beatles: Rock Band (360, PS3, Wii)

- Led design of vocal harmonies, story mode, reward systems, vocal practice and general design

Rock Band Unplugged (PSP)

- Primary designer at Harmonix for this externally developed project

Rock Band 2 (360, PS3, Wii, PS2)

- Responsible for world tour, tour challenge, and song difficulty content and tuning
- Sole design liaison for externally produced Wii and PS2 versions of the game

Factor 5
Senior Designer

San Rafael, CA
October 2005–April 2008

Unannounced Wii Title

- Worked on weapon systems, special abilities, levels, enemies, AI and general design

Lair (PS3)

- Created first 2 levels of the game with proprietary level editor/scripting and general design

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Shaba Games
Senior Designer/Scripter

San Francisco, CA
January 2002–October 2005

Shrek: Super Slam (PS2, Xbox, GameCube)

- Designed the AI system for all characters and the levels they fight in and general design

Call of Duty: Finest Hour (PS2, Xbox, GameCube)

- One of 4 Shaba employees sent to Spark Games in Los Angeles to help the game make its release date
- Designed and scripted 2 levels using RenderWare Studio

Tony Hawk's Underground 2 Remix (PSP)

- Complete design and level-specific scripting for first level in the game using 3D Studio Max

Skillz (unreleased PS2)

- Designed and programmed one of the core game-play elements (MC mode) and general design

Wakeboarding Unleashed (PS2, Xbox)

- Programmed multiple systems including: objectives, slow-mo mode, challenges, game sounds...etc
- Early spec and level design for 2 levels using 3D Studio Max

The 3DO Company
Level Layout Designer

Redwood City, CA
June 2000–Jan 2002

Jonny Moseley Mad Trix (PS2)

- Designed first level in the game using 3D Studio Max

Army Men Air Attack 2 (PS1, PS2)

- Scripted, built and textured 2 levels using proprietary 3d height map editor
- Responsible for design and scripting changes for 1/4 of the levels for PS2 port

Blam!
Programmer

San Francisco, CA
November 1999–March 2000

Rollerjam (unreleased PS1)

- Programmed a variety of tasks from player control to sound for a small video game developer

Education

Florida State University

Tallahassee, FL
1994-1998

- Bachelor of Science in Computer Science
- Minor in mathematics

Skills

Programming Languages

- C#, C, C++, Six proprietary scripting languages, ADA, MIPS Assembly, Basic, Java, HTML

Design and Art Tools

- Unity, Game Maker, 3D Studio Max, Maya, Hammer, RenderWare, Photoshop, Visio, Powerpoint, SketchUp, Flash, Three Proprietary level editors

References

Available upon request