

Hello, I'm Yifat Shaik

I'm a **game designer and educator** focused on procedural systems, narrative structure and autobiographical games
My specialty is game design, with additional experience as a 3D generalist and graphic designer

Work Experience

ACADEMIC

SEPTEMBER 2015 – CURRENT

Professor/Sessional Instructor

YORK UNIVERSITY

Department of Computational Art, School of Art, Media, Performance & Design

DATT 2300 Game Development I:

Taught students basic game design concepts while implementing their first game in Unity

DATT 2500 Introduction to 3D Modeling

Taught students the basic of 3D modeling in Maya, emphasis on polygon box modeling (hard surface+character)

DATT 3701 Cross Collaborative Project

Mentoring students in an experimental game project

SHERIDAN COLLEGE

Bachelor of Game Design, Faculty of Animation, Arts and Design

Game 39014 Advance Game Mechanics

Focused on creating experimental games, VR and physical controllers with some overview of game balancing

Game 28081 Fundamentals of Game Mechanics

2nd year game design class, focusing on dynamics (emergence/progression, cooperative/competitive etc.) and expanding the students game prototyping skills

Game 55586 Cinematography, Sound, Story & Character Development

Introduction to game narrative and cinematography to diploma students (narrative structure, storytelling in games, film and game cinematography)

Game 34178 Special Topics in Game Design

Focused on researching games and research methodology

OCAD UNIVERSITY

Digital Futures program, Faculty of Liberal Arts

Digital Futures: DIGF3D03, The Future of Storytelling

ATELIER III: Investigation & ATELIER IV: Synthesis

The purpose of this Atelier is to explore visual/written stories and the study of sensory experience in the context of physical and digital landscapes. I focused on level design and environmental storytelling

Digital Futures: DIGF2D02 Atelier I: Discovery

Introduction course to game design, and prototyping.

PROFESSIONAL

2010 - CURRENT

IMPOSSIBLE THINGS INC.

Reblink

3D modeling and texturing for Re-blink: an augmented reality exhibition in the Art Gallery of Ontario

(<http://www.ago.net/reblink>).

TORONTO PUBLIC LIBRARY

Innovator in Residence

The Innovator in Residence program offers a hands-on way to learn about the technology offered at the library's Digital Innovation Hubs. Industry experts present lectures and workshops and are available for one-on-one appointments.

2015 – Toronto Reference library, 3D modeling

2017 – Toronto Agnicourt Library, 3D modeling game design

PUBLIC STUDIO

We Are All Animals

Creative management, art direction workflow management for Unity game engine based public installation "We Are All Animals"

OCAD UNIVERSITY

Graphic Design

Create Promotional materials for Digital Futures TVO workshops, poster design and social media promotion for Digital Future's lecture series TalkXTalk

STONE CANOE

Bravo Facts

Art direction for Bravo Fact, creating a unique look for an animated short. 3d modeling and texturing in Cinema 4D, postcards illustrations

YEDIOTH AHARONOT

Daily Newspaper iPad App

Part of the graphic development team of the newspaper iPad app. Layouts in Indesign and infographics, Motion Graphics and Video Editing

EDUCATION

2012 - 2014

MASTER OF DESIGN

OCAD University, Toronto
Game and Interactive Media Design, thesis focused on creating cooperative/competitive games using the prisoner's dilemma

2004 - 2009

4-YEAR DIPLOMA (ANIMATION)

Bezalel Academy of Art & Design , Jerusalem
Focus on 3D animation, with minor in classic animation

PROJECTS

Real Army Simulator

A narrative-focused game putting players into a realistic - and mundane - military environment, built in Unity.

Exhibited at: Queerness in Games (2017), TCAF (2016), Different Games Conference (2016), Bit Bazaar XXL (2015), IndieCade (2015), Boston FIG (2015), Teacade (2015)

SKILLS

- Game Design:** procedural game systems and game narrative structure, with focus on personal stories and subversive mechanics (intentional glitches, meta fiction, humor). Built and designed game in Unity (including basic code), proficient in using excel spreadsheets for game design.
- 3D Generalist:** Modeling, texturing and rigging in Maya, modeling and texturing in Blender. Some experience with Cinema 4D
- Education:** three years' experience in teaching game design and 3D modeling, syllabus creation, mentoring students
- Miscellaneous art/design:** illustration (Digital and vector), Layout design in Indesign (books and magazines), digital compositing and video editing in After Effects , creating interactive Installations, designing VR experiences

SOFTWARE EXPERIENCE

