

Brendan Gouletas

brendan.gouletas@gmail.com

EXPERIENCE

NetherRealm Studio, Chicago, IL — Senior Quality Assurance

October 2014 - PRESENT

Workload included creating test cases for 1 vs 1 fighting games in the Mortal Kombat/Injustice franchises for online and offline environments. Balanced communication between production, design, art and animation to deliver superior quality products to the gaming market.

Vicarious Visions, Albany, NY — Quality Assurance

April 2010 - July 2010

Wrote detailed bug reports found during the development of Guitar Hero

Harold Washington College, Chicago, IL — Digital Tutor

January 2005 - October 2014

Coached and encouraged students' interests in web development, animation, 3d design and Adobe products including Photoshop, Illustrator and Flash. Helped instructors teach fundamental artistic concepts and various graphic art programs to beginning and advanced digital multimedia art students.

Self Employed, Chicago, IL — Freelance artist; 3d, graphic, web

August 2010 - Present

Created STL files exported from Maya for use in 3d printing

Created character/Props for New Spin Golf app [“Swing Smart”](#)

Created and updated look for The American Nuclear Society's activity book for children, [“The Atoms Family.”](#)

EDUCATION

Columbia College, Chicago, IL — Bachelor of Arts

Class of 2009

Harold Washington College, Chicago, IL — Associate of Arts

Class of 2005

SKILLS

3d; Maya, Mudbox, character/prop modeling rigging, basic lighting, rendering and composition

Adobe; Photoshop, Illustrator

Knowledgeable in JIRA

PC/Mac OS formats

Microsoft Word, Excel

Familiarity with the Unity 3d game engine

PROJECTS

Mortal Kombat 11
PS4/5 and XB1/XBX)

Injustice 2
(PS4 and XB1)

Mortal Kombat 10
(PS4 and XB1)

Guitar Hero: Warriors of Rock
(Nintendo Wii)

LANGUAGES

English