

Brendan Gouletas

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OBJECTIVE

To use my design, modeling and animation skills to excel as a digital artist.

EXPERIENCE

Digital multimedia tutor | Harold Washington College, Chicago | October 2011 – present

- Coach beginning to advanced digital multimedia art students.
- Help instructors teach fundamental art concepts and various graphic art software programs.
- Monitor overall Digital Multimedia Lab functions.
- Provide general IT support as needed.

Freelance 3D artist and graphic designer | Various private clients | August 2010 – present

- Created 3D characters and environmental objects for a mobile application expected to launch in early 2012. Responsible for creating, animating, rigging and weighting models, plus UV mapping and pipeline exportation.
- Edited Flash/HTML templates for linked sites <http://fulltimelogistics.com> and <http://www.fulltimetransport.com>, adding elements such as live chat and .php contact page.
- As a pro bono project, created <http://www.affordablerecovery.org> for charity group dedicated to assisting men with substance abuse issues.
- Revamped social networking site <http://www.2hearts2match.com>, using template style to give site more welcoming feel and Dolphin 7 to arrange .php.
- Created various logos and menu templates for private clients.
- Sketch work has been published in popular comic book.

Quality Assurance Analyst | Vicarious Visions, Albany, NY | April – July 2010

- Tested *Guitar Hero: Warriors of Rock* for the Nintendo Wii.
- Wrote reports describing all “bugs” found during testing phase of the game’s development.

Animation team leader, 3D artist | Columbia College Chicago | September 2008 – May 2009

- Led the six-person animation team for *Dismantle Repair*, the 3D video game produced by the first graduating class of Columbia’s game design program.
- Supervised the team’s work by setting milestones to ensure compliance with deadlines, offering feedback for improvement and providing instruction when necessary.
- Created and animated 3D models of playable characters using in-house motion capture.
- Created environmental objects.

Digital multimedia tutor | Harold Washington College | January 2005 – April 2010

- Coached beginning to advanced digital multimedia art students.
- Helped instructors teach fundamental art concepts and various graphic art software programs.
- Monitored overall Digital Multimedia Lab functions.
- Provided general IT support as needed.

PROFICIENCIES

- Adept in Maya, including character modeling, rigging and animation; Photoshop; Illustrator; and Flash.
- Experienced in 3D Studio Max and Softimage XSI.
- Skilled in traditional 2D, Flash-based and 3D animation.
- Equally comfortable in Windows- and Macintosh-based formats.

EDUCATION

- Bachelor's degree in game design with a minor in interactive multimedia, Columbia College Chicago
- Associate's degree in arts, Harold Washington College
- Completed courses in XSI (Softimage), LightWave, Quark, Microsoft Word, Director, Dreamweaver, C++ and Visual Basic