

Steven Theodore Koutsouliotas



Greater Adelaide Area.

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Summary:

I'm a professional game artist, concept artist, self taught programmer and entrepreneur. I've been working in the game industry since March 2007.

In 2012 my best mate Nick Stavrou and I co-founded Paranormal Games, an independent studio which we currently run out of our homes(formerly garage).

I work for ODD Games here in Adelaide full-time.

At Paranormal Games we are working hard on games predominantly for mobile, but also have plans set for the PC and console markets. We are unconventional and don't plan on changing, we want to make great games and get our visions out to the public. We hope they love them as much as we do.

Experience:

Lead Artist ODD Games Pty Ltd Mar 2013 - Present (7 years 3 months +)
Art/level design duties at ODD games.

Co-founder/Designer/Art Director Paranormal Games Aug 2012 - Present (7 years 10 months +).

Freelance 3D/Concept Artist at self employed contractor Mar 2011 - Present (9 years 3 months +).

Freelance Lead 3D/Conceptual Artist Freelance Artist at Larva Game Studios, Mexico Jan 2012 - Jul 2012 (7 months).

Environment Artist Torus Games Mar 2007 - Mar 2011 (4 years 1 month)

Education:

TAFE SA Advanced Diploma Screen (Game Art), Game art and design. 2005 - 2006

Skills:

Concept Design • Game Art • Level Design • Texture Painting • Zbrush • Game Development • Maya • After Effects • Storyboarding • Modeling • C# Programming • Game Design • Marketing • User Acquisition

Projects Worked on/Shipped:

Sleepy Walker - Mobile

Jan 2019 – Present/Soft Launch

Project description:

Casual game being developed for mobile iOS and Android.

Original IP developed by Paranormal Games. Have a big publishing partner right now we are working with to launch the game.

Trucks Off Road - ODD Games - Mobile/PC/Console

Jan 2020 - Game shipped.

Project description:

Trucks Off Road is a racing game and Mud Bogging game being developed for multiple platforms by Odd Games.

Seul (Alone): the day before - PC/iOS/Android

July 2018 - Shipped

Project description:

A prequel to the choose your own adventure game Seul (Alone): the entrée. A surreal but ordinary day in the life of a character pained by the daily grind, it offers the private thoughts of a person contemplating the philosophical question of what life is and what are some of the mysteries life presents.

Programming, Designer, Art, Graphic design, Marketing.

Seul (Alone): the entrée - PC/iOS/Android

Aug 2018 - Shipped

Project description:

Seul.(Alone) is a philosophical thriller, containing horror elements. A subsistence where characters dwell. It is a choose your own adventure type of game but there are mysteries to solve and connections to unfold. Journey through here but remember you may not stay.

Programming, Designer, Art, Graphic design, Marketing.

GARGULA: Bloodrush - Mobile

May 2013 – Game Shipped/Present

Project description:

A side scrolling arcade action infinite runner that throws you into a nightmarish retro style renaissance world of horror and gore. Combining fast action play, upgradeable abilities, an ominous art style influenced by comics horror, and 16 bit games of the 80's/90's. And to top it off the soundtrack by the most influential death metal band ever, DEATH(Official).

Available now on Google Play, Amazon, and iOS.

Original IP developed and published by Paranormal Games.

Shaq Run (Canceled) - ODD Games - Mobile

Mar 2013 – Oct 2016 - (Game complete but canceled by management.)

Project description:

Being published by OSE (One Spear Entertainment)

Features Shaquille O'Neal as the undisputed global racing champion. Environment artist and level designer on a mobile racing title.

LDOE: Last Day On Earth (Canceled) - Larva Game Studios

Dec 2012 – Feb 2013

Project description:

Lead freelance artist reviewing and creating 3D models and textures.

Backyard Monsters Unleashed - Kixeye - Mobile

Jan 2013 - Shipped

Project description:

In Larva Game Studios, we were outsourced work involving 3D modeling, rigging, animation and renders for the video-game Backyard Monsters of Kixeye.

Red Bull Crashed Ice Kinect - Wii

Feb 2012 – May 2012 - Shipped

Project description:

Worked as a remote freelancer for Larva Game Studios doing outsourced art for Bongfish/Microsoft..

BIGFOOT: King of Crush Wii

Oct 2010 – Mar 2011 - Shipped

Project description:

Environment Artist, Level Design.

Scooby Doo: The Spooky Swamp

Jun 2009 – Jan 2010 - Shipped

Project description:

Environment Artist, Prop Artist, Concept Art across multiple platforms, Nintendo DS, Wii, Playstation 2.

Scooby Doo: First Frights

Oct 2008 – May 2009 - Shipped

Project description:

Environment Artist, Prop Artist, Concept Art, across multiple platforms, Nintendo DS, Wii, Playstation 2.

Monster Jam: Urban Assault

Mar 2008 – Oct 2008 - Shipped

Project description:

Environment Artist, Level designer, across multiple platforms, Nintendo DS, Wii, Playstation 2.

Zoo Hospital Wii

Dec 2007 – Apr 2008 - Shipped

Project description:

Environment artist and worked on some animals upgrading the graphics from Nintendo DS version.

Monster Jam

Mar 2007 – Nov 2007 - Shipped

Project description:

Environment artist, Level Design across multiple platforms, PC/XBox 360/Playstation 3/Playstation 2/Nintendo DS/Wii.