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 Rosewater, South Australia

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 http://artofstk.daportfolio.com/

Steven Theodore Koutsouliotas

Game Artist/Digital Artist

Date of Birth: 19/12/1984

**Personal Profile**

My passion is for creating art assets for games, designing conceptual images and bringing ideas to life. I enjoy the process of learning and developing my skills and I work hard art trying to better my knowledge in all areas of art and design. As I evolve further I am driven to reach the next level in my development.

After completing an Advanced Diploma in Screen (Game Art), Working at Torus Games opened my eyes to the realities of life in the game industry. I now feel completely congruent with myself to produce games and art at a high standard. I learnt many skills including working within a large dev team, managing workload, organisation, problem solving, pipeline, tools, level design and layout, micro-management of my own tasks and those under my responsibility, to name a few.

 I enjoy every aspect of the development cycle and implore a more hands on approach when it comes to getting things done and communicating ideas amongst colleagues. My preferred software is Maya, ZBrush4 and Photoshop but I also have experience using Adobe Illustrator, Corel Painter, Crazybump, xNormal, Adobe After Effects, 3D Studio Max, and 3D Coat. My training in traditional art techniques means I am able and willing to adapt to any pipeline or software. My love for learning extends further then art and games, I also play bass guitar and enjoy creating music and I am currently learning to speak Spanish. My other hobbies and interests include Traditional oil painting, Indoor and outdoor Football (Soccer), Rock Climbing, travel, working out and maintaining a healthy lifestyle.

**Education**

**2007**

Advanced Diploma of screen (Game Art)

TAFE S.A. Tee Tree Gully Campus

100 Smart Rd

Modbury S.A. 5092

**2007**

Diploma of screen (Game Art)

TAFE S.A. Tee Tree Gully Campus

100 Smart Rd

Modbury S.A. 5092

**2006**

Certificate IV in Design (Game Art)

TAFE S.A. Tee Tree Gully Campus

100 Smart Rd

Modbury S.A. 5092

**2003**

Certificate III in Screen

Hamilton Adult College

815 Marion Rd

Mitchell Park S.A. 5043

**2002**

Phase A Certificate in Retail

Coober Pedy Area School

Coober Pedy S.A. 5123

**2002**

Year 12 High School Certificate

Coober Pedy Area School

Coober Pedy S.A. 5123

Subjects:

* Mathematics
* Art
* English
* Technology
* Ancient Historical Studies

**Employment History**

**March 2011 –Present**

Freelance 3D Game Artist/Concept Artist (Contract work)

Larva Game Studios

Bricks and Clicks

Holopoint Interactive

Other various indie projects.

Duties:

* 3D Modeling high and low resolution models for games at a professional quality.
* Creating textures for current gen games including Diffuse, Normal, Spec, Displacement and transparency etc.
* Implementation of art into engines such as the UDK, and Unity.
* Following specific naming conventions
* Completing work on schedule at a professional quality

**June 2011 – January 2012**

English Teacher in Colombia

Berlitz English

Calle 26 and Carrera 69 Salitre

Bogota, Colombia

Duties:

* Teaching English in the Berlitz method
* Preparing classes
* Giving exams
* Teaching students from young kids to business level adults in executive positions

**October 2010 – March 8th 2011**

Lead Environment Artist (Full-time, Salary)

Torus Games

52 - 62 Studd Rd

Bayswater Victoria 3153

Duties:

* Produce High quality and efficient 3D art for console games to a schedule.
* Create 2D and 3D Art and conceptual design to a specific art style.
* Create environment art assets for the Nintendo Wii, and the Nintendo 3DS game console platforms.
* Complete responsibility for the 3D art assets in the game.
* Manage a small team on a small budget title to produce a high quality product.
* Follow direction from the Art Director, and Technical Director.
* Work to the technical restraints of the specific platforms.
* Problem solving and finding solutions to achieve the desired result.
* Working extensively with level designers including the white box stage of the level.
* Constantly learning and evolving art skills and new industry methods.
* Helping in the development of the art pipeline.

**Game**

**BIGFOOT: King of Crush (ZOO) Wii, 3DS.**

My responsibility was to lead a small art team whilst modeling, texturing, and lighting majority of the race circuits in the game. I also had a hand in the design and physics game play mechanics to push the games fun factor.

**May 2010 – March 2011**

Pizza Maker (Full-time)

Colombo’s Family Restaurant

250 Whitehorse Road

Balwyn Victoria

03 9836 6442

Duties:

* Pizza Making
* Making Dough
* Cleaning
* Food Preparation
* Stock Control and Ordering
* Cooking
* Customer Service
* Money Handling
* Pizza Bar Management
* Team Leadership

**2007 – May 2010**

3D Game Artist (Full-Time, Salary)

Torus Games

52 - 62 Studd Rd

Bayswater Victoria 3153

Duties:

* Produce High quality and efficient 3D art for console games to a schedule.
* Create 2D and 3D Art and conceptual design to a specific art style.
* Create art assets for multiple game console platforms including, Xbox 360, Nintendo Wii, Playstation3, Playstation2, Playstation Portable, Nintendo DS, and PC.
* Micro Manage myself and small teams of artists.
* Work Collaboratively with the entire art team
* Follow direction from the Lead Artist, Art Director, and Technical Director.
* Work to the technical restraints of the specific platforms.
* Problem solving and finding solutions to achieve the desired result.
* Working extensively with level designers including the white box stage of the level.
* Constantly learning and evolving art skills and new industry methods.
* Helping in the development of the art pipeline.

**Games**

**Scooby Doo and the Spooky Swamp (Warner Bros) Wii, PS2, DS.**

Main responsibility was working on the desert ghost town level of the game. I created concept art, was heavily involved in design and layout of level with Level Designer, Created 3D environment assets and temporary textures, Level Building and Lighting for the level interiors and exteriors.

**Scooby Doo: First Frights (Warner Bros) Wii, PS2, DS.**

Main responsibility was working on the Episode 2 Toy town level of the game, but I worked on all levels at some point throughout development. I created concept art, was involved in design and layout of level with Level Designer, Created 3D environment assets and temporary textures, Level Building and Lighting for the level interiors and exteriors.

**Monster Jam: Urban Assault (Activision) Wii, PS2, DS.**

Main responsibility was working on stadium levels of the game but I worked on global assets and helped building other levels of the game and lighting.

**Zoo Hospital (Majesco) Wii**

I worked on recreating some animals for the Wii specifications. I built global world assets for the navigation map and enclosures. I also created the interior of the hospital, and building exteriors.

**Monster Jam (Activision) Xbox 360, PC, Wii, PS2, DS.**

Main responsibility was working on stadium levels of the game but I worked on global assets and helped building other levels of the game and lighting.

**2005 – 2007**

Pizza Maker/Cook (Full-Time)

Cafe Primo North Adelaide

114 O’Connell Street

North Adelaide S.A. 5006

Duties:

* Pizza Making
* Making Dough
* Cleaning
* Food Preparation
* Stock Control and Ordering
* Cooking
* Customer Service
* Money Handling
* Pizza Bar Management
* Team Leadership

**2003 - 2005**

Kitchen Hand and Cook (Full- time)

Cafe Palazzo North Adelaide

180 O'Connell Street

North Adelaide S.A. 5006

Duties:

* Cooking
* Washing Dishes
* Cleaning
* Food Preparation
* Stock Control and Ordering
* Pizza Making
* Customer Service
* Kitchen Management

**Additional Skills**

Current driver’s licence

Computer Literate

Coffee making

**Hobbies**

Play bass guitar

Rock Climbing

Working out and exercising

Indoor Soccer

Art and drawing

Video Games and movies

Research and developing skills

Salsa Dancing

Learning Spanish

**Referees**

Bill McIntosh

CEO, Managing Director

Torus Games

03 9780 4811

Vinnie Bombardieri

Restaurant Owner/Chef

0425 156 363

Mark Wilson

Course Coordinator/Lecturer

TAFESA Tee Tree Gully Campus

0408 807 250