

# EVAN GONCALO

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## Career Achievements:

### Varolii Corporation – Application Engineer

- Developed customer submission guidelines for presentation to our partners, customers, and Seattle office.
- Researched and made a standardized QA check-list for all Professional Services builds.

### Hasbro, Inc. – Gameplay Analyst

- Wrote several revised game design documents as well as a 25 page concept design document for a new title.
- Created a standardized analysis spreadsheet for easy partner communication.

### Gatehouse Media, Inc. – FR Herald News, Graphic Artist Technician

- Created a cross-departmental web based tracking document that allowed staff to monitor the current status of the newspaper.
- Implemented a new digital organization system for ad cataloging and archival.
- Designed several high profile advertisements and promotions.

### Blue Fang Games, LLC. – Senior QA Analyst

- Joined a team of four testers and quickly earned a role as the sole/lead tester on a new title.
- Implemented a daily memory leakage test that recorded data to aid game engineers in optimizing the client.
- Helped engineer and roll out the Quality Assurance compatibility lab.
- Was part of an Agile based development team and attended SCRUM and Warboard meetings.

### Turbine, Inc. – Marketing Coordinator

- Assisted Marketing and PR departments extensively while on the Quality Assurance team. They offered me a position to be able to assist them full time.
- Created a new marketing network and FTP structure to increase our department's efficiency for dealing with external partners.
- Implemented an ACDsee database to tag marketing assets with data on release dates, press outlets, and other tracking information.
- Researched and prototyped the design idea for Lord of the Rings Online's final box layout and art.
- Worked with the development team to brainstorm a solution in order to provide both our game manual and strategy guide writers (Incan Monkey Gods and Prima) with accurate and in-depth information.
- Produced all of the screenshot media we supplied to press outlets by organizing screenshot sessions with the Quality Assurance and Development teams.
- Researched technology specifications to be listed on the game box by creating a past and present technology review that I compared with our game's engine.

### Turbine, Inc. – QA Analyst

- Was part of the QA team that ensured one of the smoothest launches in AAA MMO history.
- Headed up testing on Turbine's new Kynapse AI System, worked closely with both the Game Technology department as well as Kynogon, responsible for attending AI meetings with our executive producer, and relaying back the necessary information for our team to be able to test it.
- Helped to create Player Feedback Meetings after pitching the idea to QA, Marketing, and Development. I collected player feedback from our beta forums and testers by creating polls and surveys. I lead discussions on the results weekly with the VP of Marketing, Project Managers, and Producers. After discussing the results we would import critical issues into our bug database.
- Set a new standard for creating testing reports by utilizing screenshots and detailed feedback.