

EVAN GONCALO

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QUALIFICATIONS AND SKILLS

- Communications** Worked with a variety of partners, customers, PR groups, publishers, art firms, and writers. Related critical information efficiently and in a timely manner. Have coordinated several events, meetings, and interviews. Worked and ran several press and community functions. Have taught and lectured for several college classes. Relayed design feedback and commentary to international and publishing partners.
- Task Tracking** While in QA roles I have created and optimized several test plans, and made workbooks to track departmental progress and deadlines. Developed new organizational network and file structures for PR and MKT. Created work status documents for cross-department visibility. Monitored software production milestones for both myself and members of my department to assure project completion for customer deployment.
- Asset Management** Worked with MKT in order to guide both the PD and QA team in creating screenshots for use in PR and advertising. Implemented an ACDsee database to tag, key-word, and categorize all assets. Trained an artist to capture effective media for promotional use. Created a new marketing network and FTP structure to increase the MKT department's efficiency for dealing with external partners. Re-defined internal submission and approval guidelines to efficiently track assets.
- Microsoft Office** Highly proficient in the use of the Microsoft Office Suite including Word, Excel, Outlook, Power Point, and Access. Have used Visio to create work flows, Project to track deadlines and progress, as well as Visual Studio , and Visual Source Safe.
- Bug Submission** Used Bugzilla, a bug submission system, extensively over the course of my employment at Turbine Inc, and helped create bug templates and submission formats. Have also used Microsoft Project Studio and FogBugz submission platforms while at Blue Fang Games. Used Jira and Remedy while at Varolii Corporation.
- Server Maintenance** Set-up single servers for use in-house and for external events, and upkept a service engine server. Interacted with in-house test servers frequently using PerForce.
- Languages** Proficient at writing HTML. Familiar with Visual Basic, C++, Alice, StarLogo, and XML, VML, Javascript, and proprietary languages. Limited knowledge scripting in WC3 editor, RPG Maker, and Games Factory.
- Game Design** Wrote numerous design documents, and worked extensively with design documentation and spreadsheets in professional AAA environments. Experience with Valve Hammer, Unreal Editor, and WC3 Editor. Limited knowledge of DS2 editor and Games Factory 2.
- Graphic Design** More than eight years experience with Adobe Photoshop and ImageReady. Used both to create textures, graphics, web content, and in news production. Familiar with Adobe InDesign, Elements, and Illustrator.
- 3d Art** Experienced with the use and creation of 3d models in Autodesk / Discreet 3d Studio Max and Gmax. Knowledge of SoftImage XSI and Autodesk Maya.

WORK EXPERIENCE

Varolii Corporation, Application Engineer – October 2008 to Present

Drove all phases of the implementation lifecycle, initial requirements gathering, specification, scope estimation, implementation and delivery. Developed and maintained project plans and project documentation. Launched customer projects and achieved completion signoff within specified timeline. Delivered customer applications, including configuration of the core business notification service, testing and issues resolution, documentation, and other technical deliverables. Tracked and monitored product development, testing, and support for customers.

Bristol Community College, Assistant Instructor – November 2007 to Present

Responsible for the hands-on education of students in visual concepts and 3d design, QA process, and design documentation. Lecture incoming new students on the best ways to network and break into the game industry.

Hasbro Inc., Gameplay Analyst – August 2008 to October 2008

Responsible for analyzing high end concept documents in regards to brand and design dependencies. Commented and provided feedback on design documentation as well as early builds from Hasbro licensees and partners. Verified builds and documents meet Hasbro brand and rule compliance. Created analysis and commentary documents for development partners, and wrote several inspirational design documents for partners.

Gatehouse Media, Inc. – FR Herald News, Graphic Artist Technician – September 2007 to August 2008

Composing Foreman responsible for overseeing composing department during the evening shift on weekends. Proofed pages for issues with ads, text placement, graphics, and color profiles. Used a variety of software to troubleshoot page problems, insert ads, and to rectify other miscellaneous issues.

Game Developer Conference – San Francisco , Conference Associate - 2007, 2008

Volunteer associate responsible for making sure attendees and speakers have a positive conference experience.

Blue Fang Games, LLC. – Zoo Tycoon 2: Extinct, Senior QA Analyst – March 2007 to July 2007

Responsible for creation and formatting of excel spreadsheets and game testing plans. Maintained, organized, and helped build the Quality Assurance test lab. Multi-tasked testing on two projects, and was the sole tester on one. Submitted bugs through MS Product Studio and FogBugz. Attended Agile based SCRUM and Warboard meetings.

Turbine, Inc. – DDO, AC1, LOTRO, Marketing Coordinator – December 2006 to March 2007

Responsible for marketing network structure and partner FTP systems. Facilitated and submitted assets for internal approval by the executive board, and external approval by Tolkien Enterprises.. Researched and came up with the design idea for Lord of the Rings Online's final box layout and art. Produced all of the screenshot media supplied to press outlets by organizing screenshot sessions with the Quality Assurance and Development teams. Created department task trackers and worked with project managers to ensure our Development team was meeting Marketing's deadlines/schedule. Developed and operated demos to show critical features and game aspects to press, public, partners, and internal executives. Traveled to press and public events to set-up/prop all of our servers.

Turbine, Inc. – Lord of the Rings Online, QA Analyst – August 2006 to December 2006

Responsible for submission, regression, and triage of game related bugs and errors. Attended meetings dealing with Kynogon AI System, Player Feedback, and Bug Triage Procedures. Created test plans, spread sheets, and reports on QA activities. Participated in the approval process for check-ins dealing with AI issues.

MassLAN - LAN Party, Event Owner and Coordinator - 2001, 2002, 2003

Responsible for fiscal management, sponsorships, food, advertising, and supervision of a ten man staff. Brought more than seventy people from New England together for the event. Personally networked and powered the event.

EDUCATION

Bristol Community College, Fall River, MA - Associate in Science

Computer Information Systems Major, Concentration: Game Dev/Game Creation, Magna Cum Laude

University at Massachusetts Amherst, Amherst, MA - Fall 2005, Undeclared Major