Jared Kuharski

jkuharski@smoothshift.com
www.smoothshift.com

Objective

To design new experiences and build new worlds for people of all ages to enjoy

Qualifications

- Able and willing to work across multiple disciplines: design, art, rigging and animation
- Driven to constantly learn new skills and techniques and teach these to team members so that they are better situated to meet the demands of the project
- Highly Proficient in Maya, Lightwave, Photoshop and OmniGraffle
- Proficient in ZBrush, Softimage, Flash, After Effects, Premiere and Final Cut Pro
- Specialties include:

    o Designing mobile games and apps for the iPhone and iPad
    o Organization and planning through creation of flow charts and wireframes
    o Scripting using proprietary languages
    o High and low resolution modeling of hard and organic surfaces
    o Unwrapping and organizing UVs, painting textures and lighting / rendering techniques

Employment

Tricky Software Inc.: Menlo Park, CA   **January 2009 – Present**
Lead Game Designer / Lead 3D Artist / Lighting and Rigging

- Spearhead the creation of original game designs for internal products
- Develop high level design concepts provided by business clients into finished products
- Create flowcharts and wireframes which are used as guidelines for the art and engineering teams
- Script apps and work with engineering team to improve the custom scripting language
- Development of art pipeline and documentation of proprietary tools
- Model and rig characters, environments and objects

Electronic Arts: Redwood City, CA   **November 2008 – January 2009**
Material Artist

- Created materials using proprietary tools and textured demo areas in Dante's Inferno

Electronic Arts: Redwood City, CA   **April 2008 – November 2008**
Environment Artist

- Modeled high resolution buildings and architectural assets. Created LODs and UVs for material artists
- Reviewed outsourced assets to confirm they met team standards
- Educated and mentored new members of the art team on the tools and art pipeline
- 'Art Up' outsourced assets

Visual Concepts Entertainment: Novato, CA   **March 2006 – June 2007**
Environment and Material Artist

- Modeled and textured rooms and props
- Created example rooms to demonstrate the quality and artistic style to be followed by the outsourcing company
- Cleaned up and optimized outsourced assets so they would integrate properly with the tools and art pipeline
- 'Art Up' outsourced assets

Shipped Titles

- Emma and the Inventor: Resonance   (iOS / Mac / Android / PC)
- Emma and the Inventor   (iOS / Mac / Android / Kindle / PC)
- Puff   (iOS)
- Armado HD   (iOS / Mac / Android)
- Crayola Silly Strings   (iOS)
- Crayola Fashion Designer   (iOS)
- Crayola DigiTools: Paint   (iOS / Android)
- Crayola Color Studio HD Barbie Edition   (iOS)
- Crayola Color Studio HD Hot Wheels Edition   (iOS)
- Crayola Light Marker   (iOS)
- Animal Parade   (iOS)
- Crayola DigiTools: Airbrush   (iOS)
- Crayola DigiTools: Effects   (iOS)
- Crayola DigiTools: 3-D   (iOS)
- Crayola Case Creator   (iOS)
- Crayola Silly Face Swaps   (iOS)
- Crayola Lights, Camera, Color!   (iOS)
- Crayola Paint and Create   (iOS)
- Crayola Color Studio HD   (iOS)
- Would You Rather   (iOS)
- Left Center Right   (iOS)
- Battle of the Sexes   (iOS)
- Scarface Last Stand   (iOS)
- Spore Creatures   (iOS)
- Boggle   (iOS)
- Dante's Inferno   (Xbox 360 / PS3)
- Godfather 2   (Xbox 360 / PS3)
- Fantastic Four 2   (Xbox 360 / PS3)

Education

Cogswell Polytechnical College: Sunnyvale, CA   **Graduation: December 2005**
Bachelor of Arts, Digital Art and Animation

- Concentration in 3d modeling
- Presidents List

American River College: Sacramento, CA   **Graduation: December 2002**
Associate in Arts, Art New Media

- Graduated with highest honors
- Talent Roster of Outstanding Transfer Students from Community Colleges: 2002
- National Deans List: 2001
- Teacher's aide for 3D modeling classes

Professional References