Jared Kuharski
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Career Qualifications

- Able and willing to work across multiple disciplines: art, animation, and design.
- Driven to constantly develop technical and artistic skills, learn new techniques, and mentor others.
- Highly proficient in Lumberyard, Maya, Quixel Suite, Substance Designer, Substance Painter, and Photoshop.
- Very organized and detail oriented.
- Specialties include:

    - High and low resolution modeling using Maya
    - Character rigging and setup
    - Optimization of art assets to meet performance requirements
    - Documenting processes and mentoring others
    - Designing mobile apps and games for the iPhone and iPad
    - Organization and planning through the creation of flow charts and wireframes

Employment History

Coinflip Studios: San Francisco, CA   **January 2020 – March 2020**
Character Technical Artist

- Modeled 3D characters and their accessories for an unannounced project. Singled threaded ownership of all assets through the art pipeline: modeling, texturing, rigging, and assembly of characters in Unity. Modeling and rigging was done in Maya and all textures were hand painted in Photoshop and Substance Painter. Animations were retargeted in Unity.
- Created the base male and female models that were the foundation for all characters in the game.
- Rebuilt the studios' base character rig to incorporate best practices and support a wide range of facial animations.

Amazon: Seattle, WA   **October 2016 – September 2019**
Field Technical Artist

- Traveled domestically and internationally to meet face-to-face with customers using Lumberyard. These onsite visits were conducted to onboard the studios' art team, give demonstrations about how to use the various tools in Lumberyard, gather customer requirements, and answer any questions about the engine.
- Worked as a single point of contact for specific white-glove customers to gather feedback, handle feature requests, help solve blocking issues, and provide guidance about Lumberyard's art pipeline.
- Documented new and undocumented Lumberyard tools and processes.
- Worked directly with internal game teams to demonstrate newly released features of Lumberyard.

Amazon: East Palo Alto, CA   **November 2014 – October 2016**
Technical Artist

- Onboarded and mentored new hires.
- Established PBR workflows and created assets for internal demos.
- Documented the art pipeline and best practices for Lumberyard.
- Designed and created demos for the official launch of Lumberyard at GDC 2016.
- Attended SIGGRAPH and GDC to represent Amazon and to demonstrate Lumberyard to customers.

Tricky Software: Menlo Park, CA   **January 2009 – November 2014**
3D Generalist and App Designer

- Created original app designs for internally developed products and for products we were contracted to build.
- Created flowcharts and wireframes as guidelines for the art and engineering teams.
- Scripted apps and worked with the engineering team to improve the custom scripting language.
- Developed the art pipeline and documented proprietary tools.
- Modeled and rigged characters, environments, and props.

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

- Created textures and materials for the Hall of Kings demo area in Dante's Inferno.

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

- Spearheaded the modeling for all building exteriors in two locations of The Godfather 2: Havana and New York.
- Created LODs and laid out UVs following best practices that setup the material team for success.
- Reviewed outsourced assets to confirm them met the quality bar. Documented issues and made requests for revisions when required. Checked these assets into source control and set them up to work correctly in game.
- Onboarded new hires and educated them on the tools and art pipeline.

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

- Modeled and textured rooms and props for Fantastic Four Rise of the Silver Surfer.
- Created example rooms to demonstrate the quality and artistic style that outsourcing must follow.
- Cleaned up and optimized outsourced assets so they would integrate into the game properly.
- 'Arted Up' outsourced assets.

Shipped Titles

- Amazon

  - Lumberyard Beta 1.0 – Beta 1.21   PC   2014 - 2019

- Tricky Software

Title	Platform	Year
Emma and the Inventor: Resonance	iOS, Mac, Android, PC	2014
Crayola Design and Drive	iOS	2014
Crayola Photo Strings	iOS	2014
Crayola Fashion Show	iOS	2013
Crayola DigiTools: Paint	iOS, Android	2013
Crayola Color Studio HD Barbie Edition	iOS	2013
Crayola Color Studio HD Hot Wheels Edition	iOS	2013
Crayola Light Marker	iOS	2013
Animal Parade	iOS	2013
Armado HD	iOS, Mac, Android	2012
Crayola DigiTools: Airbrush	iOS	2012
Crayola DigiTools: Effects	iOS	2012
Crayola DigiTools: 3-D	iOS	2012
Crayola Case Creator	iOS	2012
Crayola Silly Face Swaps	iOS	2012
Emma and the Inventor	iOS, Mac, Android, Kindle, PC	2011
Crayola Lights, Camera, Color!	iOS	2011
Crayola Paint and Create	iOS	2011
Crayola Color Studio HD	iOS	2011
Boggle iPad	iOS	2010
Would You Rather	iOS	2010
Left Center Right	iOS	2010
Battle of the Sexes	iOS	2010
Scarface Last Stand	iOS	2010
Spore Creatures	iOS	2010
Puff	iOS	2009
Boggle iPhone	iOS	2009
Spore Origins	iOS	2008

- EA

Title	Platform	Year
Dante's Inferno	Xbox 360, PS3	2010
The Godfather 2	Xbox 360, PS3	2009

- Visual Concepts

Title	Platform	Year
Fantastic Four Rise of the Silver Surfer	Xbox 360, PS3	2007

Education

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

- Concentration in 3d modeling and computer animation
- Presidents List

American River College: Sacramento, CA   **Graduated 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