#### Jerusha Hardman

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**Artist**

Artist with 13 years of diversified experience in digital and traditional art.

**SKILLLS & PROGRAMS**

* Concept Illustration (*Photoshop*)
* Digital Painting (*Photoshop*)
* Digital Photo-manipulation (Photoshop)
* Graphic Art – Publications (Photoshop, Illustrator)
* Texture Creation Including High/Low Casting (*Photoshop, Mudbox, Crazy Bump*)
* Art Management/Scheduling (*Microsoft Project, Excel*)
* 3D Modeling (*Maya, 3D Studio Max, Mudbox*)
* Shader Creation (*Unreal Editor*, *Proprietary Engines*)
* Level Creation (*Unreal Editor*, *Proprietary Engines*)
* Storyboarding
* Sculpting and Painting
* Website Design and Layout (*Dreamweaver*)
* Movie Editing (*Adobe Premiere,Macromedia Director*)

**PUBLISHED WORKS**

* “EnchantU” Grip/Glu Mobile IOS, Android mobile game 2012
* “Kung FU Panda 2” Griptonite (now Glu Mobile) Kinect, PS3, Wii (2012)
* “Socom 4” Sony/Zipper for PS3 (released 2011)
* “MAG” Sony/Zipper for PS3 (released 2010)
* "Forza Motorsport 2” Microsoft for Xbox 360
* "Mojo Master" Wild Tangent for PC Download
* "Stow-N-Go" Wild Tangent for PC Download
* "Ford Supercar Challenge" Wild Tangent for PC Download
* “24: Countdown” Fox/Wild Tangent for PC Download.
* “Narc” Midway for PS2 and Xbox
* “The Suffering” Midway/Surreal Software for PS2 and Xbox
* “Drakan 2” Sony/Surreal Software for PS2.
* “Everest” Surreal Software for PC.

**EXPERIENCE**

***Studio D (Demand Media) | Telecommute 2015 – Present***

***Photo Auditor***

* Found appropriate and relevant images for online articles using company’s image database.

***Glu Mobile | Griptonite Games, Kirkland WA 2010-2012***

***UI Artist***

* Worked with production, design, and code team as well as art director to create stunning and functional user interface for casual mobile games.
* Designed UI from concept, mockup, and implementation phases.
* Updated and supported the UI post launch of game.

***Lead Artist/Manager, Griptonite Games***

* Responsible for creating and maintaining vision of the game. Managed a team of internal and external artists.
* Maintained quality of art for the games and ensured deadlines were met.
* Worked with Producer and internal Leads on a daily basis.
* Created content for games, including UI, 3D models and textures.
* Worked with Movie studio contact to ensure brand recognition.

***Zipper Interactive, Inc,*** ***Redmond WA 2007-2009***

***Senior Environment Artist***

* Created 3D models using Maya and Mudbox; textures and shaders in Photoshop and proprietary tools.
* Worked closely with Lead and other artists to maintain look and quality of the game and assets.
* Helped establish look and feel of game levels with the designer and fellow environment artist.
* Found and created reference material and concept art for levels and assets.

***Mad Doc Software, Redmond WA 2006-2007***

***Senior Environment Artist***

* Worked with a small art team to create next generation content for an Xbox 360 and PC tactical shooter title utilizing the Unreal Engine.
* Created 3D models using 3D Studio Max. Created textures and shaders in Photoshop and Unreal Ed.
* Helped establish look and feel of the game levels working with Lead and other artists.
* Successfully maintained quality level with staff in Redmond and parent company in Boston.

***Microsoft: Forza Team (S&T Onsite), Redmond WA 2005-2006***

***3D Artist / Contractor***

* Created content for the *Forza* Xbox 360 title and 3D models, textures, and shaders using 3D Studio Max and proprietary software.

**Wild Tangent, Redmond WA 2004-2005**

***Art Director***

* Responsible for creating and maintaining vision of Wild Tangent games.
* Managed a team of internal and external artists.
* Maintained quality of art for the games and ensure deadlines were met.
* Work with Producer and internal Leads on a daily basis.
* Created content for games, including UI, 3D models and textures.
* Designed UI from concept, mockup, and implementation phases.
* Updated and supported the UI post launch of game.

***Surreal Software, Seattle WA 1999-2004***

***Lead Artist***

* Managed a team of ten artists and worked closely with other Leads and company Directors to produce third party video games. Responsible for all game art content, artists’ schedules, and driving deadlines.
* Responsible for concept, modeling, texturing, art implementation and some UI creation.
* Worked closely with other artists, art director, design team, and programming team.

**Additional Experience Includes**: Senior Level Artist, Sierra Entertainment, Bellevue WA (2004)

**EDUCATION**

**Art Institute of Seattle -** AA Degree Computer Animation