

# RUBA QEWAR

Email: [Ruba.Qewar@yahoo.com](mailto:Ruba.Qewar@yahoo.com)

Phone: + 1 (972) 207-1911

Website <http://www.rubagewar.com>

Portfolio: [https://www.artstation.com/ruba\\_qewar](https://www.artstation.com/ruba_qewar) Dallas, TX, USA Demo reel: <https://youtu.be/lcKAGVMBc5Q>

## KEY COMPETENCES & SKILLS

MULTIMEDIA FIELD	✓ 2Ds & 3Ds Animation ✓ Blueprint Scripting & Programming ✓ PBR & AA	✓ 3D Rigging ✓ Lighting & Shading ✓ Sound Effects ✓ Composition	✓ Postproduction ✓ Virtual Environment ✓ Web Design ✓ Web Development
✓ Photo & Video Editing ✓ 3Ds Modeling & Foliage ✓ UVing & 3Ds Texturing			

## SOFTWARE & PROGRAMING LANGUAGES

Autodesk	Adobe Suite	Substance	Other Software	MentalRay	Program Languages
✓ Maya ✓ 3Ds Max ✓ Arnold ✓ Mudbox ✓ AutoCAD	✓ Photoshop ✓ Illustrator ✓ Acrobat Audition ✓ Substance Painter ✓ Substance Designer	✓ Modeler ✓ Premiere Pro ✓ After Effects ✓ Dreamweaver ✓ Animate ✓ Dimension	✓ Zbrush & Blender ✓ Articulate ✓ Storyline 360 ✓ Iray ✓ Vray	✓ Git & GitHub ✓ Unity ✓ Unreal Engine 4 & 5 ✓ SpeedTree ✓ Houdini ✓ Nuke	✓ HTML & CSS ✓ PHP & JS ✓ PYTHON ✓ C++ ✓ C#

## EXPERIENCE

**Data Imagery Editing (2D Environment)** ..... January 2024 – Present  
Sunnyvale, California, USA (Remote)

- **Apple** via [Midnlane](#)
  - Efficiently identify and correct issues by annotating 2D imagery.
  - Optimize existing processes in order to meet client's goals.
  - Skillfully analyze and remedy deficiencies by marking 3D generated data.
  - Communicate effectively in a team environment in order increase productivity.
  - Use comparative analysis to establish conformity throughout projects.
  - Self QA assigned tasks prior to completion.

**3D Technical Artist** ..... September 2021-October 2023  
Fort Gregg-Adams, VA, USA (Hybrid)

- **U.S. ARMY - CASCOM** via [Code Plus Inc](#)
  - Enhanced training for US Army clients by developing immersive 3D simulations in Unity, and educated soldiers on diverse military equipment and vehicle procedures.
  - Proficiently modeled, textured, and animated photorealistic assets with Autodesk Maya and Substance Suite, ensuring seamless optimization for best performance in Unity.
  - Contributed as a valuable team member, collaborating on an array of different development projects and streamlining asset creation workflow.
  - Crafted engaging training simulations with Articulate 3 Storyline using rendered 3D assets using Maya's Arnold Renderer.
  - Created impactful digital graphics for print and video, leveraging expertise in Adobe Photoshop, Illustrator, Premiere, and After Effects.

**Interactive 3D Modeler & Animator/Developer** ..... December 2018-September 2021  
Fort Gregg-Adams, VA, USA (Hybrid)

- **U.S. ARMY - CASCOM** via [SUH'DUTSING TELECOM](#)
  - Developed and crafted 3D simulations, focusing on training soldiers in crucial procedures such as AVENGER assembly/disassembly & firing.
  - Modeled photorealistic & stylized 3D assets of various army equipment, including vehicles, guns, and environments, ensuring optimal performance in Unity WebGL.
  - Designed an immersive and visually captivating environment, tailored to meet client requirements, and provided expertise in the subject matter.
  - Implemented highly efficient asset creation methods, resulting in streamlined product development, incorporating advanced techniques such as Physical Based Rendering with Substance Painter.

**3D Artist** ..... May 2018-May 2021  
Richardson, TX, USA (Remote)

- **RESISTANCE & LIBERATION**
  - Developed and launched an immersive multiplayer online shipped war game, centered around the captivating aesthetic and gameplay of the WWII era.
  - Collaborated effectively as part of the environment artist team, delivering assets promptly and efficiently under the guidance of the lead artist.
  - Skillfully crafted 3D props, seamlessly integrated into Unreal Engine 4.0 and optimized for performance in online multiplayer environments.
  - Utilized a combination of 3DS Max and Blender to model, texture, and animate the assets, ensuring top-notch quality and realism.
  - Elevated the game's visual appeal by creating stunning visual effects (VFX) using the powerful capabilities of Houdini.
  - Actively contributed to playtesting efforts and offered valuable feedback for continuous improvement.

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**3D Environment Artist** ..... May 2018-December 2018

• **YAHN GAMES**

Richardson, TX, USA (Remote)

- Worked with Level Designers to ensure that environments are compelling both visually and from a gameplay perspective.
- Sat up scenes and lighting using the specified game engine.
- Provided feedback for models and textures made by internal and external artists.
- Blueprint scripting while implementing the assets and animations into Unreal Engine and created the VFX.
- Followed the 2Ds concept art and compositing the assets to the desired view.
- Created the lightings and worked on the post production of the scenes.

**Digital Art Teacher** ..... January 2015-December 2018

• **ISLAMIC SCHOOL OF IRVING**

Irving, TX, USA (Onsight)

- Taught storyboarding, modeling assets, organic objects and characters in 2Ds and 3Ds as well as animation (using Blender, Maya and After Effects).
- Taught UVing & texturing the meshes in 3Ds using Substance Designer and Painter.
- Taught Virtual Environments using Unity and Unreal Engine 4 as well as basic C++ & C#.
- Taught how to montage images as well as typography and produce commercial yet creative flyers, ads, business cards, etc. using Adobe suits such as Photoshop and Illustrator.
- Taught how to Video editing using Adobe Premiere as well as sound recording and editing.
- Taught computer web design program language HTML & CSS.
- Taught how to articulate steps within the design process and prepare materials related to and around the process. Also how to judge designs by principles rather than notions vaguely-formed opinions.
- Constructed the curriculum of the years between 2015-2019 in the subjects of Digital Arts, Gaming, Scripting & Coding.

## EDUCATION

**Bachelor's degree: Arts & Technology; Gaming Concentration**

**UNIVERSITY OF TEXAS** at Dallas

Richardson, Texas, USA (GPA 3.9)

**Associate degree: Multimedia Technology –Multimedia Graphic and Web Design**

**RICHLAND COLLEGE** of The Dallas County Community College District

Dallas-TX, USA (GPA 3.8)

## LICENSES & CERTIFICATIONS:

### LinkedIn:

✓ 3ds Max: Hard Surface Modeling 10/16/2020	✓ Programming Foundations: Fundamentals 12/01/2020
✓ Sound Design for Motion Graphics 04/27/2020	✓ Articulate 360: Interactive Learning 05/08/2020
✓ Cert Prep: Unity Certified Associate Game Developer Fundamentals 09/10/2021	✓ Articulate 360: Advanced Actions 05/11/2020
✓ Blender: Character Rigging with BlenRig 07/23/2021	✓ Articulate: Visual Design Basics 05/06/2020
✓ Maya 2020 Essential Training 02/03/2021	✓ Articulate Storyline Quick Tips 05/04/2020
✓ ZBrush 2018 Essential Training 05/24/2021	✓ Learning Articulate Storyline 05/01/2020
✓ Substance Designer 2020 Essential Training 05/17/2021	✓ Articulate Storyline: Advanced Techniques 04/30/2020
✓ VFX Techniques: Creating a Laser Battle 12/16/2020	✓ Articulate Storyline Essential Training (2019) 04/29/2020
✓ After Effects 2020 Essential Training: The Basics 02/02/2021	✓ Audio Design for Interactive Projects 03/10/2020
✓ Maya: Advanced Texturing 02/11/2021	✓ Substance Painter 2018 Essential Training 09/27/2019

## ACHIEVEMENTS

- MAJORS HONOR; Academic Honor: University of Texas at Dallas 2018
- MAGNA CUM LAUDE Honor; Academic Honor: University of Texas at Dallas 2018
- BEST SOUND EFFECT EDITOR: MAS Youth Office – Plano/TX (Mercy to ManKind Play) 2008
- PHI THETA KAPPA Academic Honor 2005: Richland College
- WEB ANIMATION COMPETITION 3rd Place (MCAF; Multimedia Computer Arts Festival) 2005
- FINE ARTS COMPETITION 1st Place: The Jordanian Education District 2000 (Mu'ta University)

Check my **linkedin** for more achievements: <https://www.linkedin.com/in/ruba-qewar-173511155/>