RUBA QEWAR

Email: Ruba_Qewar@yahoo.com   *Phone*: + 1 (972) 207-1911   *Website* http://www.rubaqewar.com
Portfolio: https://www.artstation.com/ruba_qewar *Dallas, TX, USA* *Demo real*: https://youtu.be/IcKAGVMBc5Q

KEY COMPETENCES & SKILLS

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

SOFTWARE & PROGRAMING LANGUAGES

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

EXPERIENCE

Data Imagery Editing (2D Environment) .... January 2024 – *Present*
- **Apple** via *Midnlance*   *Sunnyvale, California, USA (Remote)*
  - 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
- **U.S. ARMY - CASCOM** via *Code Plus Inc*   *Fort Gregg-Adams, VA, USA (Hybrid)*
  - 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
- **U.S. ARMY - CASCOM** via *SUH'DUTSING TELECOM*   *Fort Gregg-Adams, VA, USA (Hybrid)*
  - 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
- **RESISTANCE & LIBERATION**   *Richardson, TX, USA (Remote)*
  - 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.

2Ds Animator... January 2006-May 2006
- **CAT STUDIOS 3D ANIMATION & SPECIAL EFFECTS**   *Dallas, TX, USA (Onsight)*
  - Animated characters for educational videos about deferral driving

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:

✓ Sound Design for Motion Graphics 04/27/2020	✓ Programming Foundations: Fundamentals 12/01/2020
✓ Cert Prep: Unity Certified Associate Game Developer Fundamentals 09/10/2021	✓ Articulate 360: Interactive Learning 05/08/2020
✓ Blender: Character Rigging with BlenRig 07/23/2021	✓ Articulate 360: Advanced Actions 05/11/2020
✓ Mograph Techniques: Shape Animation in After Effects 02/09/2021	✓ Audio Design for Interactive Projects 03/10/2020
	✓ Maya: Character Rigging (2012) 07/06/2019
	✓ Unity 3D 2018 Essential Training 07/03/2019

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*

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