RUBA QEWAR

Email: Ruba Qewar@vahoo.com Phone: + 1 (972) 207-1911 Website http://www.rubaqewar.com

Portfolio: https://www.artstation.com/ruba gewar Dallas, TX, USA Demo real: https://youtu.be/IcKAGVMBc5Q

KEY COMPETENCES & SKILLS

MULTIMEDIA FIELD	✓ Blueprint Scripting &	✓ Lighting & Shading	 ✓ Virtual Environment
✓ Photo & Video Editing	Programming	✓ Sound Effects	✓ Postproduction
✓ 2Ds & 3Ds Animation	✓ PBR & AA	✓ Composition	✓ Rendering

SOFTWARE & PROGRAMING LANGUAGES

<u>Autodesk</u>	Adobe Suite	✓ Animate	✓ Iray & Vray	✓ Unity	<u>Program</u>
✓ Maya	✓ Audition	✓ Media Encoder	✓ MentalRay	✓ Unreal Engine 4 & 5	Languages
✓ 3Ds Max	✓ Premiere Pro	Other Software	✓ Git & GitHub	√ SpeedTree	✓ HTML & CSS
✓ Arnold	√ After Effects	✓ Articulate Storyline 360	✓ Nuke	✓ Houdini	√ C++ & C#

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.

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.

Richardson, TX, USA (Hybrid)

4K MEDIA PRODUCTIONS

Videography: Promotional Advertisements, Special Events, Vlogs, Seminars, etc.

- Photo Editing & Graphic Design: Business Cards, Banners, Advertisements, etc.
- Web design: Interactive and static websites (HTML, CSS, PHP, SQL, JS) & SEO (Search Engine Optimization).

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.

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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.

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

<u>UNIVERSITY OF TEXAS</u> 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

- ✓ VFX Techniques: Creating a Laser Battle 12/16/2020
- ✓ After Effects 2020 Essential Training: The Basics 02/02/2021
- ✓ Mograph Techniques: Shape Animation in After Effects 02/09/2021
- ✓ After Effects CC 2021 Essential Training: VFX 02/18/2021
- ✓ Articulate 360: Interactive Learning 05/08/2020
- ✓ Audio Design for Interactive Projects 03/10/2020
- ✓ After Effects CC 2018 Essential Training: Motion Graphics 11/28/2019

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)
- HONORABLE RECOGNITION 1st Place FINE ARTS: The Jordanian Educational District 1999
- HONORABLE RECOGNITION 1st MUSIC: The Jordanian Educational District 1999

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