

# RUBA QEWAR

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Demo reel: <https://youtu.be/lcKAGVMBc5Q>

## SOFTWARE & PROGRAMING LANGUAGES

<b>Autodesk</b> <ul style="list-style-type: none"><li>✓ Maya</li><li>✓ 3Ds Max</li><li>✓ Arnold</li></ul>	<b>Adobe Suite</b> <ul style="list-style-type: none"><li>✓ Audition</li><li>✓ Premiere Pro</li><li>✓ After Effects</li></ul>	<ul style="list-style-type: none"><li>✓ Animate</li><li>✓ Media Encoder</li></ul> <b>Other Software</b> <ul style="list-style-type: none"><li>✓ Articulate Storyline 360</li></ul>	<ul style="list-style-type: none"><li>✓ Iray &amp; Vray</li><li>✓ MentalRay</li><li>✓ Git &amp; GitHub</li><li>✓ Nuke</li></ul>	<ul style="list-style-type: none"><li>✓ Unity</li><li>✓ Unreal Engine 4 &amp; 5</li><li>✓ SpeedTree</li><li>✓ Houdini</li></ul>	<b>Program Languages</b> <ul style="list-style-type: none"><li>✓ HTML &amp; CSS</li><li>✓ C++ &amp; C#</li></ul>
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## EXPERIENCE

**3D Multimedia Artist & Animator** ..... October 2024 – Present

- **Alutiig** ..... Anchorage, Alaska, USA (Remote)
  - Design, develop, and maintain 3D assets and graphics that meet established design standards.
  - Create custom graphics and animations using 3D modeling software and Adobe Creative Suite.
  - Collaborate with instructional designers, developers, and subject matter experts to enhance digital learning content.
  - Manage and document multimedia assets, maintaining consistent design standards and copyright compliance.
  - Ensure timely task completion within an agile framework and apply Section 508 accessibility standards where applicable.

**3D Technical Artist** ..... September 2021-October 2023

- **Department of Defense - CASCOC** via [Code Plus Inc](#) ..... Fort Gregg-Adams, VA, USA (Hybrid)
  - Created photorealistic 3D models, rigging, and animations of heavy vehicles and weapons for the Department of Defense, optimized for integration into Unity-based simulations.
  - Developed immersive virtual environments for VR training simulations, enabling SMEs to practice using equipment and vehicles in 3D.
  - Led the creation of both hard-surface and organic 3D assets, while training team members on Substance Suite and Articulate Storyline 360.
  - Worked as an Instructional Designer for the DoD Academy, designing and producing high-quality 3D animated videos in both realistic and stylized styles.
  - Designed premium print materials, including banners, business cards, and flyers for special events.
  - Assisted in the UX/UI design of attendee menus for VIPs at special events.

**Interactive 3D Modeler & Animator/Developer** ..... December 2018-September 2021

- **Department of Defense - CASCOC** via [SUH'DUTSING TELECOM](#) ..... Fort Gregg-Adams, VA, USA (Hybrid)
  - Modeled, textured, rigged, and animated complex heavy vehicles such as the Avenger, M107, and M108, and integrated them into Unity.
  - Contributed to C# scripting in Unity to implement various functions and technical aspects of the project.
  - Developed standardized UV maps to optimize texture quality while ensuring system compatibility within the workflow and pipeline tuning the feel of the simulation or low fidelity prototyping.
  - Created VFX, lighting, and post-production elements, as well as edited sound and voice-over for enhanced realism and immersion.
  - Rendered photorealistic images using V-Ray and Arnold, and refined real-time renders within Unity and Unreal Engine.

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

- **ISLAMIC SCHOOL OF IRVING** ..... Irving, TX, USA (Onsight)
  - Instructed students on storyboarding, modeling assets, organic objects, and character design in both 2D and 3D, using Blender, Maya, and After Effects.
  - Taught UV mapping and texturing of 3D meshes using Substance Designer and Painter.
  - Provided lessons on creating virtual environments in Unity and Unreal Engine 4, along with basic C++ and C# programming.
  - Educated students in image montage, typography, and the creation of commercial yet creative flyers, ads, and business cards using Adobe software such as Photoshop and Illustrator.
  - Taught video editing in Adobe Premiere, as well as sound recording and editing techniques.
  - Provided instruction on web design languages, including HTML and CSS.
  - Guided students in articulating design processes and preparing materials related to those processes, emphasizing design principles over subjective opinions.
  - Developed and constructed the curriculum for Digital Arts, Gaming, Scripting, and Coding courses from 2015 to 2019.

## 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)

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