

RUBA QEWAR

Email: Ruba_Qewar@yahoo.com
Dallas/Fort Worth, TX, USA

Phone: + 1 (972) 207-1911

Portfolio <http://www.rubaqewar.com>
Demo reel: <https://youtu.be/lcKAGVMBc5Q>

SOFTWARE & PROGRAMING LANGUAGES

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

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.

Technical Artist 3D September 2021-October 2023

- **Department of Defense - CASCOM** 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** 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.

Artist 3D May 2018-May 2021

- **WWI ONLINE (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.

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/>