

# RUBA QEWAR

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**Portfolio & Demo-Reel:** [https://www.artstation.com/ruba\\_qewar](https://www.artstation.com/ruba_qewar)

## PROFESSIONAL SUMMARY

<b>3D Modeling</b> 4 Years	Modeling organic and hard surface props and assets using <i>Autodesk Maya</i> , <i>Mudbox</i> , <i>3Ds Studio Max</i> and <i>Blender</i> . Skills: speedy modeler and taking care of the mesh flow quadratic and/or triangulated faces. Also the ability to do high poly and low poly models.
<b>Texturing &amp; Surfacing</b> 3 Years	Skills in <i>PBR</i> using <i>Substance Designer</i> and <i>Substance Painter</i> to create realistic images and textures. Creating my own alpha brushes. <i>Baking</i> normals from high poly to low poly using <i>XNormal</i> , <i>Maya</i> and/or <i>Substance Painter</i> , Also <i>hand painting</i> the textures using <i>Adobe Photoshop</i> and <i>Illustrator</i> .
<b>Lighting</b> 2 Years	3 key lighting rule and other nontraditional methods such as volumetric lights and fogs. Experienced in <i>rendering</i> the lights in <i>Autodesk Maya</i> , <i>Unity</i> and <i>Unreal Engine 4</i> . Knowledge in <i>static (baked)</i> and <i>real lights</i> . Skills in using post production software to create the appropriate lighting such as <i>Nuke</i> , <i>Adobe Premiere</i> and <i>After Effects</i> .
<b>Virtual Environment</b> 2 years	Exterior: sculpting and painting <i>landscapes</i> and <i>terrains</i> as well as using <i>height maps</i> . Compositing the assets with interesting silhouettes and appealing <i>post process volume</i> and <i>sky lightings</i> . Interior: compositing the assets following the reference concept art with the correct post process volume and lighting.
<b>VFX</b> 2 years	Realistic effects and <i>shaders</i> using the <i>particle systems</i> in <i>Unity</i> and <i>Unreal Engine 4</i> such as smoke, fire, water, dust particles, sparkles, etc.
<b>Animation (2Ds &amp; 3Ds)</b> 2 years	Worked with a 2D animation company to produce educational videos about Deferral Driving using <i>Adobe Flash</i> . I also have an experience in simple <i>rigging</i> and <i>animation</i> for 3D objects using the <i>graph editor</i> in <i>Maya</i> and the <i>Matinee sequence</i> in <i>Unreal Engine 4</i> .
<b>Drawing</b> 10 years	I have hand drawn <i>story boards</i> for series stories for the children during my time working as a teacher for the elementary students. The images supported the lesson plans and the curriculums. I also have drawn <i>top view maps</i> for games.
<b>Graphic Design</b> 16 years	<i>Photography</i> , image editing, illustrating blue print designs such as flyers, business cards, posters, banners, etc. Well experienced in using <i>Adobe Photoshop</i> and <i>Illustrator</i> .
<b>Videography</b> 15 years	<i>Shooting, editing, color correction, post production</i> and <i>rendering</i> for promotional videos, weddings, seminars, short films and long documentaries using <i>Adobe premiere</i> and <i>After Effects</i> . I have used different equipment in the process of shooting such as LED and soft lights and DSLR cameras as well as high definition camcorders.
<b>Web Design (HTML &amp; CSS)</b> 14 years	I have done many websites from the scratch for different clients as a freelancer. I am very skilled in coding <i>HTML</i> and <i>CSS</i> and can problem solve very easily and quickly. <i>I have been teaching web design and gaming at a High School for 3 years</i> .
<b>Customer Service</b> 8 years	I have worked as a Customer Service Manager in big corporations such as Walmart. I was responsible of <i>solving the problems</i> and issues of the customers. I <i>worked under pressure</i> , following instructions from the management as well as <i>leading</i> the employees at the front end such as cashiers, cart pushers, money center, etc.
<b>Marketing Manager</b> 5 years	<i>Telecommunication</i> (verbal and written) to fund raise for non-profitable organizations. Setting up booths and events for seminars, training sessions and fund-raising dinners. <i>Handled financial transactions</i> , quick books and <i>customer service</i> .
<b>Educator</b> 10 years	Taught all ages from Prek-3 all the way to college level. <i>Designed</i> and <i>developed curriculums</i> of foreign language (Arabic as a second language). Setup school calendars and lesson plans. <i>Taught HTML, CSS, graphic design (photoshop), videography (filming and editing) and gaming (Unity)</i> .

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

References upon request please!