

Ruba Qewar

Professional Experience

3D Technical Artist

September 2021 – Present

[CODEplus](#)

Fort Greg-Adams, VA (Contractor with the US Army)

- Enhanced training for US Army clients by *developing* immersive *3D simulations* in *Unity* and educating soldiers on diverse military equipment and vehicle procedures.
- Proficiently *modeling*, *texturing*, and *animating* photorealistic assets with *Autodesk Maya* and *Substance Suite*, ensuring seamless optimization for best performance in *Unity*.
- *Contribute* as a valuable team member, *collaborating* on an array of different development projects and streamlining asset creation workflow.
- Crafting engaging training simulations with *Articulate 3 Storyline* using rendered *3D assets* using *Maya's Arnold Renderer*.
- Creating 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

[SUH'DUTSING TELECOM](#)

Fort Greg-Adams, VA (Contractor with the US Army)

- *Developed* and crafted *3D simulations*, focusing on training soldiers in crucial procedures such as AVENGER assembly/disassembly.
- *Modeled photorealistic 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

- *Developed* and launched an immersive multiplayer online *AA 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

UNIVERSITY OF TEXAS at Dallas

Richardson, TX

Bachelor of Arts Degree: Arts & Technology; Gaming Concentration

- Modeling, texturing, virtual environment, lighting & composition & computer science
- *Software*: Maya, Zbrush, 3Ds Max, Mudbox, Houdini, Substance Designer & Painter, ZBrush, Adobe Photoshop, After Effects, Premiere, Nuke, Unity, Unreal Engine & XNormal

RICHLAND COLLEGE of The Dallas County Community College District

Richardson, TX

Associate Degree: Multimedia Technology –Multimedia Graphic and Web Design

- Visual & imaging designs, sound track and multimedia, animation (Flash, Action script, HTML, XML and CSS, Dreamweaver, Fireworks, Photoshop, Illustrator, After Effects, Advanced Digital Video, Sound Effects, 3D Studio Max and more...)

Achievements

- MAJORS HONOR; University of Texas at Dallas, 2018
- MAGNA CUM LAUDE Honor; University of Texas at Dallas, 2018
- BEST SOUND EFFECT EDITOR: MAS Youth Office (Mercy to ManKind Play), Plano/TX, 2008
- PHI THETA KAPPA: Richland College, Dallas/TX, 2005
- WEB ANIMATION COMPETITION 3rd Place (MCAF; Multimedia Computer Arts Festival), 2005
- FINE ARTS COMPETITION 1st Place: The Jordanian Education District (Mu'ta University), 2000
- HONORABLE RECOGNITION 1st Place FINE ARTS: The Jordanian Educational District, 1999
- HONORABLE RECOGNITION 1st Place MUSIC: The Jordanian Educational District, 1999

Contact

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Dallas/Fort Worth, Texas

Skills:

- 3D Modeling
- Texturing & Surfacing
- 3D Animation
- Rigging
- Graphic Design
- Videography
- Photography
- Lighting
- Virtual Environment
- Postproduction
- Rendering

Software:

- Autodesk Maya & Mudbox,
- 3Ds Max
- ZBrush
- Substance Designer & Painter
- XNormal
- Adobe Cloud
- Photoshop, Illustrator
- Premiere, After Effects
- Audition & Dreamweaver
- Unity
- Unreal Engine 4 & 5
- Houdini
- Nuke
- Microsoft Office

Programming Languages:

- HTML & CSS
- C++ & C#.