# KEY COMPETENCES & SKILLS

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|  **MULTIMEDIA FIELD*** Photo & Video Editing
* 3Ds Modeling & Foliage
* UVing & 3Ds Texturing
 | * Blueprint Scripting & Programming
* PBR & AA
* 3D Rigging
 | * Sound Effects
* Composition
* Postproduction
* Virtual Environment
 | * 2Ds Animation
* 3Ds Animation
* Lighting & Shading
* Web Design & Development
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# SOFTWARE & PROGRAMING LANGUAGES

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| --- | --- | --- | --- | --- | --- |
| **Autodesk** * Maya
* 3Ds Max
* Arnold
* Mudbox
 | **Adobe Suite*** Photoshop
* Illustrator
* Acrobat Audition
* Substance Painter
* Substance Designer
 | * Animate
* Dimension
* Media Encoder
* Substance Modeler
 | * InDesign
* Premiere Pro
* After Effects

**Other Software*** Zbrush & Blender
* Articulate Storyline 360
 | * Iray & Vray
* Git & GitHub
* Unity
* Unreal Engine 4 & 5
* SpeedTree
* Houdini & Nuke
 | **Program Languages*** HTML & CSS
* PHP & JS
* PYTHON
* C++ & C#
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# EXPERIENCE

***Data Imagery Editing (2D Environment)***………………………………………………………….. January 2024 – *Present*

* [**Apple**](https://www.apple.com/maps/)via [*Midnlance*](https://mindlance.com/) *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**](https://cascom.army.mil/)via [*Code Plus Inc*](https://www.code-plus.com/clients) *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.

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

* [**U.S. ARMY - CASCOM**](https://cascom.army.mil/)via [*SUH’DUTSING TELECOM*](https://cedarbandcorp.com/suhdutsing-technologies/) *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.

***3D Artist*** ……………………………………………...…………………………………………………….. May 2018-May 2021

* [**RESISTANCE & LIBERATION**](https://resistance-and-liberation.com/)  *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.

***3D Environment Artist*** …………………………………...………………………………………... May 2018-December 2018

* [**YAHN GAMES**](https://www.facebook.com/YahnGames/) *Richardson, TX, USA (Remote)*
* Worked with Level Designers to ensure that environments are compelling both visually and from a gameplay perspective.
* Sat up scenes and lighting using the specified game engine.
* Provided feedback for models and textures made by internal and external artists.
* Blueprint scripting while implementing the assets and animations into Unreal Engine and created the VFX.
* Followed the 2Ds concept art and compositing the assets to the desired view.
* Created the lightings and worked on the post production of the scenes.

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

* [**ISLAMIC SCHOOL OF IRVING**](https://islamicschoolofirving.org/) *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.
* 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.

***2Ds Animator***.............................................................................................................................................................. January 2006-May 2006

* **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*

**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)*

**LICENSES & CERTIFICATIONS**:

***LinkedIn:***

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| * Sound Design for Motion Graphics 04/27/2020
* Cert Prep: Unity Certified Associate Game Developer Fundamentals 09/10/2021
* Blender: Character Rigging with BlenRig 07/23/2021
* Mograph Techniques: Shape Animation in After Effects 02/09/2021
 | * Programming Foundations: Fundamentals 12/01/2020
* Articulate 360: Interactive Learning 05/08/2020
* Articulate 360: Advanced Actions 05/11/2020
* Audio Design for Interactive Projects 03/10/2020
* Maya: Character Rigging (2012) 07/06/2019
* Unity 3D 2018 Essential Training 07/03/2019
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# 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*

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