

# RUBA QEWAR

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Website <http://www.rubagewar.com>  
Demo reel: <https://youtu.be/lcKAGVMBc5Q>

## SOFTWARE & PROGRAMING LANGUAGES

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

### 3D Technical Artist ..... 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 - CASCOM** 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.

### 3D Artist ..... May 2018-May 2021

- **WWII 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/>