

RUBA QEWAR

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Website <http://www.rubaqewar.com>

Demo reel: <https://youtu.be/lcKAGVMBc5Q>

SOFTWARE & PROGRAMING LANGUAGES

Adobe Suite ✓ Photoshop ✓ Illustrator ✓ Acrobat	✓ Audition ✓ Premiere Pro ✓ After Effects ✓ Dreamweaver	Microsoft Office ✓ Word & Excel ✓ PowerPoint ✓ SharePoint	Google Apps ✓ Drive ✓ Slides ✓ Classroom	✓ Docs ✓ Forms Other Software ✓ Articulate Storyline 360	Program Languages ✓ HTML & CSS ✓ PHP & JS
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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.

Digital Art Teacher January 2015-December 2018

- **ISLAMIC SCHOOL OF IRVING** Irving, TX, USA (Onsight)
 - Instructed students on storyboarding, modeling assets, organic objects, and character design in both 2D and 3D, using Blender, Maya, and After Effects.
 - Taught UV mapping and texturing of 3D meshes using Substance Designer and Painter.
 - Provided lessons on creating virtual environments in Unity and Unreal Engine 4, along with basic C++ and C# programming.
 - Educated students in image montage, typography, and the creation of commercial yet creative flyers, ads, and business cards using Adobe software such as Photoshop and Illustrator.
 - Taught video editing in Adobe Premiere, as well as sound recording and editing techniques.
 - Provided instruction on web design languages, including HTML and CSS.
 - Guided students in articulating design processes and preparing materials related to those processes, emphasizing design principles over subjective opinions.
 - Developed and constructed the curriculum for Digital Arts, Gaming, Scripting, and Coding courses from 2015 to 2019.

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/>