# KEY COMPETENCES & SKILLS

|  |  |  |  |
| --- | --- | --- | --- |
|  **MULTIMEDIA FIELD*** Photo & Video Editing
* 2Ds & 3Ds Animation
 | * Blueprint Scripting & Programming
* PBR & AA
 | * Lighting & Shading
* Sound Effects
* Composition
 | * Virtual Environment
* Postproduction
* Rendering
 |

# SOFTWARE & PROGRAMING LANGUAGES

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Autodesk** * Maya
* 3Ds Max
* Arnold
 | **Adobe Suite*** Audition
* Premiere Pro
* After Effects
 | * Animate
* Media Encoder

**Other Software*** Articulate Storyline 360
 | * Iray & Vray
* MentalRay
* Git & GitHub
* Nuke
 | * Unity
* Unreal Engine 4 & 5
* SpeedTree
* Houdini
 | **Program Languages*** HTML & CSS
* C++ & C#
 |

# 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.

***Web Designer/Developer & Videographer*** ………………………………………………………….. May 2015-March 2018

* [**4K MEDIA PRODUCTIONS**](https://rubaqewar.com/4k/)  *Richardson, TX, USA (Hybrid)*
* Videography: Promotional Advertisements, Special Events, Vlogs, Seminars, etc.
* Photo Editing & Graphic Design: Business Cards, Banners, Advertisements, etc.
* Web design: Interactive and static websites (HTML, CSS, PHP, SQL, JS) & SEO (Search Engine Optimization).

***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:***

|  |  |
| --- | --- |
| * Sound Design for Motion Graphics 04/27/2020
* VFX Techniques: Creating a Laser Battle 12/16/2020
* After Effects 2020 Essential Training: The Basics 02/02/2021
* Mograph Techniques: Shape Animation in After Effects 02/09/2021
 | * After Effects CC 2021 Essential Training: VFX 02/18/2021
* Articulate 360: Interactive Learning 05/08/2020
* Audio Design for Interactive Projects 03/10/2020
* After Effects CC 2018 Essential Training: Motion Graphics 11/28/2019
 |

# 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*
* FINE ARTS COMPETITION *1st Place: The Jordanian Education District 2000 (Mu’ta University)*
* HONORABLE RECOGNITION *1st Place FINE ARTS: The Jordanian Educational District 1999*
* HONORABLE RECOGNITION *1st MUSIC: The Jordanian Educational District 1999*

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