# KEY COMPETENCES & SKILLS

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| **MULTIMEDIA FIELD**   * Photo & Video Editing | * Blueprint Scripting & Programming | * Web Design & Development | * MS-Office Applications * Fluent English & Arabic |

# SOFTWARE & PROGRAMING LANGUAGES

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Adobe Suite**   * Photoshop * Illustrator * Acrobat | * InDesign * Premiere Pro * After Effects * Dreamweaver | **Microsoft Office**   * Teams * Word & Excel * PowerPoint | **Google Apps**   * Drive * Slides * Docs | **Other Software**   * Articulate Storyline 360   **Program Languages**   * PYTHON | * HTML * CSS * PHP & JS * SQL |

# 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.

***Multimedia Administrator*** …………………………………………………………………………………...… March 2010-July 2010

* [**ADNANI GROUP**](https://adnani-group.com/)*Amman, Jordan (Onsight)*
  + Responsible of all the Blueprint designs such as business cards, posters, flyers, CD covers etc.
  + Edited and post-produced promotional videos to be streamed on the website of the company.
  + Designed and maintained their website and social media.

***Web & Graphic Designer*** ……………………………………..………………………………………………. January 2005-May 2005

* [**IOMEDIA CO**](https://www.iomediagroup.com/)*Dallas, TX, USA (Onsight)*
  + Developed Websites using Photoshop, HTML & CSS, PHP & JS.
  + Constructed the wireframe of the website and followed through the pipeline of the design.
  + Enhanced the images and manipulated them to fit the website standards and theme.

***Public Affairs Executive Secretary & Web Master Assistant*** …………………………………...………….. Summer 2001

* [**EMBASSY OF THE USA in AMMAN, JORDAN**](https://jo.usembassy.gov/)*Amman, Jordan (Onsight)*
* Assisted Executive Public Affairs Section in filing, typing and general secretarial support.
* Assisted Web Master in designing the web site of the Embassy.

# 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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| --- | --- |
| * Coaching Yourself through the Ambiguity of Leading 03/10/2022 * Dreamweaver CC Essential Training 07/01/2021 * Being Positive at Work 05/11/2021 | * Programming Foundations: Fundamentals 12/01/2020 * Articulate 360: Interactive Learning 05/08/2020 * Articulate 360: Advanced Actions 05/11/2020 |

# ACHIEVEMENTS

* *MAJORS HONOR; Academic Honor: University of Texas at Dallas 2018*
* *MAGNA CUM LAUDE Honor; Academic Honor: University of Texas at Dallas 2018*
* *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/>