

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	✓ 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
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EXPERIENCE

3D Multimedia Artist & Animator October 2024 – Present
Alutiq 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 - CASCOC** 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 - CASCOC** 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.

Owner; Web Designer/Developer & Videographer May 2015-March 2018

- 4K MEDIA PRODUCTIONS** Richardson, TX, USA (Hybrid)
 - Videography:** Produced promotional advertisements, coverage for special events, vlogs, and seminars.
 - Photo Editing & Graphic Design:** Created business cards, banners, and advertisements with professional design and editing.
 - Web Design:** Developed interactive and static websites using HTML, CSS, PHP, SQL, and JavaScript, with a focus on SEO (Search Engine Optimization).

Public Affairs Executive Secretary & Web Master Assistant Summer 2001

- EMBASSY OF THE USA in AMMAN, JORDAN** Amman, Jordan (Onsight)
 - Provided filing, typing, and general secretarial support to the Executive Public Affairs Section.
 - Assisted the webmaster in designing the embassy's website.

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/>