RUBA QEWAR

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***Portfolio & Demo-Reel*: https://www.artstation.com/ruba_qewar**

PROFESSIONAL SUMMARY

3D Modeling 4 Years	Modeling organic and hard surface props and assets using *Autodesk Maya*, *Mudbox*, *3Ds Studio Max* and *Blender*. Skills: speedy modeler and taking care of the mesh flow quadratic and/or triangulated faces. Also the ability to do high poly and low poly models.
Texturing & Surfacing 3 Years	Skills in *PBR* using *Substance Designer* and *Substance Painter* to create realistic images and textures. Creating my own alpha brushes. *Baking* normals from high poly to low poly using *XNormal*, *Maya* and/or Substance Painter, Also *hand painting* the textures using *Adobe Photoshop* and *Illustrator*.
Lighting 2 Years	3 key lighting rule and other nontraditional methods such as volumetric lights and fogs. Experienced in *rendering* the lights in *Autodesk Maya*, *Unity* and *Unreal Engine 4*. Knowledge in *static (baked)* and *real lights*. Skills in using post production software to create the appropriate lighting such as *Nuke, Adobe Premiere* and *After Effects*.
Virtual Environment 2 years	Exterior: sculpting and painting *landscapes* and *terrains* as well as using *height maps*. Compositing the assets with interesting silhouettes and appealing *post process volume* and *sky lightings*. Interior: compositing the assets following the reference concept art with the correct post process volume and lighting.
VFX 2 years	Realistic effects and *shaders* using the *particle systems* in *Unity* and *Unreal Engine 4* such as smoke, fire, water, dust particles, sparkles, etc.
Animation (2Ds & 3Ds) 2 years	Worked with a 2D animation company to produce educational videos about Deferral Driving using *Adobe Flash*. I also have an experience in simple *rigging* and *animation* for 3D objects using the graph editor in *Maya* and the *Matinee sequence* in *Unreal Engine 4*.
Drawing 10 years	I have hand drawn *story boards* for series stories for the children during my time working as a teacher for the elementary students. The images supported the lesson plans and the curriculums. I also have drawn *top view maps* for games.
Graphic Design 16 years	*Photography*, image editing, illustrating blue print designs such as flyers, business cards, posters, banners, etc. Well experienced in using *Adobe Photoshop* and *Illustrator*.
Videography 15 years	*Shooting, editing, color correction, post production* and *rendering* for promotional videos, weddings, seminars, short films and long documentaries using *Adobe premiere* and *After Effects*. I have used different equipment in the process of shooting such as LED and soft lights and DSLR cameras as well as high definition camcorders.
Web Design (HTML & CSS) 14 years	I have done many websites from the scratch for different clients as a freelancer. I am very skilled in coding *HTML* and *CSS* and can problem solve very easily and quickly. *I have been teaching web design and gaming at a High School for 3 years.*
Customer Service 8 years	I have worked as a Customer Service Manager in big corporations such as Walmart. I was responsible of *solving the problems* and issues of the customers. I *worked under pressure*, following instructions from the management as well as *leading* the employees at the front end such as cashiers, cart pushers, money center, etc.
Marketing Manager 5 years	*Telecommunication* (verbal and written) to fund raise for non-profitable organizations. Setting up booths and events for seminars, training sessions and fund-raising dinners. *Handled financial transactions*, quick books and *customer service*.
Educator 10 years	Taught all ages from Prek-3 all the way to college level. *Designed* and *developed curriculums* of foreign language (Arabic as a second language). Setup school calendars and lesson plans. *Taught HTML, CSS, graphic design (photoshop), videography (filming and editing)* and *gaming (Unity)*.

*Check my **linkedIn** for more achievements:* https://www.linkedin.com/in/ruba-qewar-173511155/
References upon request please!