

Loiy Qasrawi

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Education

Illinois State University, **MS in Creative Technologies**

Expected May 2025

American University of Madaba, **BA in Design and Visual Communication**

June 2022

Skills

Software: Maya, Blender, Substance Painter, Substance Designer, Substance 3D Sampler, Unreal Engine, Unity, RealityCapture, Final Cut Pro, Premiere Pro, After Effects, Illustrator, Photoshop, Aximmetry, Moho

Programming language: C++ (Unreal Engine), C# (Unity), Swift, JavaScript, HTML, CSS

Developer Tools: Xcode, GitHub, GitLab, Visual Studio Code, Meta Quest Developer, Android Studio

Domain Knowledge: iOS Accessibility, visionOS Accessibility, Apple Vision Pro, Oculus VR

Experience

Illinois State University | 3D Artist

May 2024-Present

- Design and produce VR and Dome shows for the [Kurzgesagt channel](#) with 22.7M subscribers.
- Managed the post-production process for two high-impact projects, ensuring timely delivery and quality.
- Conducted and analyzed feedback from three user testing sessions, implementing insights to enhance project performance and user experience.

Illinois State University | AR/VR Assistant

Aug 2024- Present

- Developed technical solutions to integrate the camera feed from iOS devices to the Quest headset, enabling seamless cross-platform functionality for extended reality applications.
- Collaborated with interdisciplinary teams to develop innovative AR/VR solutions and refine workflows.
- Designed and implemented efficient workflows, enhancing productivity and ensuring timely, high-quality project delivery.

Sesame Workshop | 3D Artist

May 2022-July2023

- Collaborated with producers, directors, designers, and animators to create 7 episodes of Sesame Street.
- Designed, developed, and edited 3D props, environments, animations, visual effects, and shots contributing to high-quality and engaging content.
- Operated technical stations for virtual production, ensuring smooth workflows and on-set efficiency.

BeeLabs, Inc. | Technical Designer Intern

May 2021-Oct 2021

- Created engaging animations and motion graphics for kids' educational purposes, enhancing user experience and storytelling.
- Collaborated with multidisciplinary teams to optimize the design pipeline, ensuring efficiency and fostering innovation across projects.

Teaching Experience

Maya for VR Design - CTK 380, CTK 481

Normal, IL

Graduate Teaching Assistant; *Dr Simone Downie*

Spring 2024

- Instructed a VR design course for 20 undergraduate and graduate students, promoting an inclusive and supportive learning environment.
- Delivered specialized instruction in Maya and Unity for 3D modeling, animation, and game design applications.

Game Design II - CTK 352

Normal, IL

Graduate Teaching Assistant; *Dr. Greg Corness*

Spring 2024

- Provided constructive feedback on student projects, focusing on the design and progression of content flow to enhance the gameplay experience for a diverse class of 55 graduate and undergraduate students.
- Graded assignments and assessments, ensuring fair evaluation and adherence to course objectives.

Awards, Honors, Grants

Best Interactive Media Award, Illinois State University

2024

Awarded "Best Interactive Media" based on jurors' votes at the ISU Galleries.

Best Short film Award, AUM festival

2023

Awarded "Best Short Film" based on jurors' votes at the AUM Festival.

Best capstone project, American University of Madaba

2022

Awarded "Best capstone project" based on Attendee votes.

90% Tuition waiver, American University of Madaba

2019-2022

Awarded to undergraduate students who exemplify excellence and leadership.

COVID Typography Poster Award, Dsource Challenge

2022

Awarded "Typo Poster Award" based on jurors' votes.