Loiy Qasrawi

Bloomington, IL | lqasraw@ilstu.edu | www.Loiy.com | LinkedIn

Skills

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

- **Programming Languages:** 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**

- Create and produce VR and Dome shows for Kurzgesagt – In a Nutshell (22.7M subscribers) using Blender, Unreal Engine and After Effects.

- Manage post-production processes with Premiere Pro and After Effects, delivering high-impact projects on time.

- Conduct user testing and analyze feedback to improve audience retention and engagement.

Illinois State University *AR/VR Assistant*   **Aug 2024 - Present**

- Develop cross-platform XR solutions by integrating iOS camera feeds into Quest headsets using A-Frame, JavaScript, HTML, Xcode and Unity.

- Collaborate with interdisciplinary teams to refine workflows, enhancing productivity with GitHub and Visual Studio Code.

- Streamline project workflows using Unity and ensure timely delivery of high-quality XR solutions.

Sesame Workshop *3D Artist*   **May 2022 - Jul 2023**

- Designed 3D props, environments, and animations for seven Sesame Street episodes using Maya, Blender, and Unreal Engine.

- Operated technical stations for virtual production, troubleshooting issues and ensuring seamless workflows. (Aximmetry)

- Worked with directors and designers to deliver assets using After Effects and Final Cut Pro

BeeLabs, Inc. *Technical Designer Intern*   **May 2021 - Oct 2021**

- Created animations and motion graphics for educational content using Moho, After Effects, and Premiere Pro, enhancing storytelling.

- Optimized the design pipeline with Figma, improving project efficiency.

Awards

- **Best Interactive Media Award**, Illinois State University   **2024**
- **Best Short Film Award**, AUM Festival   **2023**
- **COVID Typography Poster Award**, Dsource Challenge   **2022**

Education

Illinois State University *MS in Creative Technologies*   **Expected May 2025**

American University of Madaba *BA in Design and Visual Communication |*   **June 2022**