

# Loiy Qasrawi

**Bloomington, IL | lqasraw@ilstu.edu**

## Education

---

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

**Expected May 2025**

**Thesis Committee:** Dr. Greg Corness (Chair), Dr. Dan Cox, Dr. Kristin Carlson

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

**June 2022**

Minor: Animation

**Advisor:** Dr. Sami Al-Tal

## Skills

---

**Software:** Maya, Blender, Unreal Engine, Unity, Final Cut Pro, Premiere Pro, After Effects, Illustrator, Photoshop, Aximmetry

**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.

## Presentations and Talks

### Presentations:

**Qasrawi, Loiy.** (2024, May). Presented AR software I developed during spring 2024, designed to supplement navigation experiences for low-vision people, at the CTK Graduate review, Illinois State University.

**Qasrawi, Loiy.** (2022, March). Presented findings and results on strategies implemented to enhance campus accessibility at the Annual Research Symposium, American University of Madaba, highlighting key improvements and their benefits for the community.

### Talks:

**“Our campus accessibility”** invited by Hassan T., American University of Madaba. Spring 2021

**“Design for VR”** invited by Dr. Amer Gharaibeh., American University of Madaba. Fall 2020.

**“Why Universal Design?”** invited by Dr. Sami Al-Tal., American University of Madaba. Spring 2020.

## 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.*