

# Noorulhuda Khamees



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## Summary

I am a proficient educator specializing in secondary mathematics education, curriculum development, and course design. My instructional approach is meticulously tailored to address the unique needs of each student, with the overarching goal of enhancing their learning experiences and nurturing their self-confidence to drive academic success. I hold a Bachelor of Science in Mathematics Education from the University of Baghdad and a Diploma in Video Game Design from Oxford College. I am in the third semester of the Software Engineering Technology program at Centennial College. In addition to my educational background, I possess diverse skills, including exceptional interpersonal and communication abilities. I pride myself on being a quick learner, adept at managing time effectively, and adept at multitasking. Furthermore, I have a strong foundation in troubleshooting and problem-solving, supported by a natural analytical mindset. I am currently seeking a CO-OP opportunity for the winter of 2024.

## Experience

### **High School Teacher**

Al Manal High School, Baghdad, Iraq

Sep 2010-Nov 2012

- Developed a new curriculum that combined the elements of geometry and algebra.
- Encouraged class discussion and maintained a positive learning environment.
- Organized meetings with parents and fellow educators to discuss current classroom issues.

### **Video Game Design Student**

Oxford College, Peterborough Campus, Canada

Jan 2021 – July 2022

- I've been working on creating some stunning environment scenes, specifically for desert and forest settings. By utilizing the power of unreal engine libraries and creating materials, I'm able to bring a level of realism to these virtual environments that are truly

impressive. It's all about creating an immersive experience for the user, and I'm always striving to push the boundaries of what's possible.

- I have successfully completed several modelling projects using Maya software. Some notable examples include the creation of a Tie Fighter, a Cabin, as well as Doors and Windows. I initiated the modelling process in these projects by generating the base mesh. Subsequently, I employed sculpting and extrusion techniques to add depth and detail to these objects. I utilized UV mapping to prepare them for the texture painting phase to ensure accurate texture application.
- I successfully executed a project involving human body rigging, encompassing the establishment of bones, joints, and skinning to guarantee that the character's mesh **deforms accurately throughout** animation sequences in Maya.
- I animated a bouncy ball in Maya and a Tie Fighter in Unreal Engine, using animation tools to bring a character to life with movement.

## **Education**

Bachelor of Science in Math Education

Sept 2005 - Sept 2009

Baghdad University, Baghdad, Iraq

Diploma in Video Game Design

Jan 2021 – Jul 2022

Oxford College of Arts, Business and Technology

Graduated with honours.

Advanced Diploma in Software Engineering Technology (In-progress)

Sept.2022 - Present

## **Skills**

Unreal Engine, ZBrush, Maya, Adobe Photoshop, HTML5, Adobe XD, 3D Animation, UI design, Figma, C#, Python, CSS, Web design, Microsoft Office, Java Script, Java.

## **Languages**

English: Fluent

Arabic: Fluent