



RONNY GHaida

Manalapan, NJ 07726

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SKILLS

- Rendering
- Hard Surface Modeling
- Organic Modeling
- Animation
- Texturing
- Blender
- Substance Painter
- Marmoset Toolbag
- TouchDesigner
- Unreal Engine
- Unity
- Adobe Suite

EXPERIENCE

3D Artist / VAROS Technologies, Inc - Ashburn, VA

04/2021 - Current

- Created XR assets in Blender for immersive viewing of human organs in .glb format.
- Created intricate and visually clear 3D renderings as part of major project proposals for medical companies.

3D Artist / AFAC - Beirut, Lebanon

06/2021 - 09/2022

- Utilized GIS data to create a simulated tree reserve in Unreal Engine
- Created a two minute animation in Blender, Unreal Engine, and
- TouchDesigner.

Unreal Programmer / Virginia Polytechnic Institute & State University - Blacksburg, Virginia

10/2021 - 05/2022

- Utilized Unreal blueprints to create spline movement functions between a variety of characters
- Navigated tasks in weekly sprints with a small three man team using
- Unreal Engine, Blender, and Adobe Suite.

EDUCATION AND TRAINING

Bachelor of Arts: Creative Technologies

05/2022

Virginia Polytechnic Institute & State University - Blacksburg, VA

- 157 lb wrestler for Virginia Tech from, 2017 to 2019.
- Indigenous Communities Member, 2020 to 2021.

LANGUAGES

- Arabic

WEBSITES, PORTFOLIOS, PROFILES

- <https://ronnyghaidaart.github.io>
- <https://www.artstation.com/ronnyghaida0917>