

# Ronny Ghaida

## 3D Artist & Animator

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### EDUCATION

#### **B.F.A. in Creative Technologies, Virginia Tech Sep 2017 - May 2022**

Relevant Courses: Creative Code, Virtual Environments, Visual Programming, 3D Computer Animation, Tech & History

#### **EPIC Games Dev Community Coursework May 2021 - Actively Learning**

Unreal Dev Community Courses: Animation ecosystem for Game Dev, Procedural content Generation, Creating Realistic Landscapes, Substrate Materials, Neural Network Engine, Level design with Blueprints

### SKILLS

#### **Technical:**

Retopology, Texturing, Lighting, Architectural Rendering, 3d Modeling, Animation

#### **Softwares:**

Unity, Unreal, Maya, Blender, CLO 3D, Fusion 360, TouchDesigner

### SELECTED 3D PROJECTS

#### **VAROS Technologies Inc., 3D Artist April 2021 - Jan 2023**

##### **Virtual Augmented Reality Organ System Project:**

- Created smartphone-accessible 3D organ representations to enable patients to visualize past, current, and future organ states, resulting in enhanced patient compliance and overall health improvements.
- Utilized Blender to model and texture a completely organic liver, complemented by an adaptive material capable of transitioning between different health stages.
- Attended SAGES 2021 Conference to market towards Surgeons and Health Care Providers looking to allow patients and physicians to better visualize “health states” and cross sections for a variety of organs.
- 3d models tested in Unity to ensure mobile app dev compliance and clean topology.

#### **Arab Funds Art & Culture, 3D Artist April 2021 - Jan 2023**

##### **Cedar Exodus, Historic Visualization of Lost Territory:**

- Short film depicting the loss of Cedar Tree territory to create awareness and preservation of their historic existence in Lebanon.
- Utilized GIS data, Unreal Engine, and Blender to create simulated Cedar Tree Reserve located in Lebanon.
- Collected historical data from in person archives, laboratories, and online databases.
- Traveled to the Tannourine Cedar Tree Reserve to conduct Location Scouting and Location Filming.
- Project to be exhibited in the New Museum in NYC.
- Completed FARO scanner training to conduct on-site scans of Cedar Trees.

#### **Virginia Tech, Unreal Programmer / 3D Artist April 2021 - Jan 2023**

##### **Entomology 2.5D:**

- Designed and modeled a conceptual insect biome in Blender and Unreal Engine to help visualize insect communication via pheromones.
- Utilized Unreal blueprints to create spline movement functions between a variety of insect characters.
- Navigated tasks in weekly sprints within a small three man design team.
- Conceptualized possible exhibit display options and UX enhancements to improve user engagement.