

# Ronny Ghaida

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## EXPERIENCE

### 3D Artist

*Arab Funds for Arts and Culture (AFAC), Beirut May 2021 - Present*

- Utilized GIS data to create a simulated environment of a tree reserve in Unreal Engine.
- Worked with other members of our team to design exhibition layout and content.
- Created a two minute short film using Unreal Engine, Blender, and Touch Designer to be exhibited this Fall in Lebanon.

### 3D Artist

*VAROS Technologies, Ashburn, VA / Apr 2021 - Present*

- Created three-dimensional assets depicting organs in motion and illustrating disease processes, using Blender.
- Created VR/AR assets in .glb format for immersive viewing.

### Unreal Programmer

*Virginia Polytechnic Institute and State University, Blacksburg, VA / Oct 2021 - May 2022*

- Utilized Blueprints to create spline movement functions to visualize insect communication.
- Worked with entomologists to create an interactive exhibit designed to educate children in the Science Museum of Western Virginia.
- Navigated tasks through weekly sprints with a three man team utilizing Unreal Engine, Blender, and Adobe Suite

### Facilities Assistant

*Virginia Polytechnic Institute and State University, Blacksburg, VA / Oct 2018 - May 2019*

- Conducted classes to teach procedures to staff for laser cutting and soldering.

## EDUCATION

### Virginia Polytechnic Institute and State University Blacksburg, VA

*Bachelor of Fine Arts (B.F.A.) Creative Technologies  
(May 2022)*

*Extracurricular Activities*

- Wrestling Team
- Indigenous Communities Club

## ADDITIONAL SKILLS

3D Modeling

Organic Modeling

Rendering