

Ronny Ghaida

Environment Artist

Ronny Ghaida

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Skills

Hard surface modeling, Organic modeling, Landscape modeling,
Animation, Material creation, PBR Workflow, Asset creation

Languages: English and Arabic

Experience

Virginia Polytechnic Institute / NSF Undergraduate Research

JANUARY 2022 - PRESENT, Blacksburg, VA

- One of two artists designing and programming an interactive exhibit at the Science Museum of Western Virginia in Unreal Engine
- Actively researching methods of interaction between insects using terpene cyclization for coherent visual interpretation

VAROS Tech / 3D Artist

APRIL 2021 - PRESENT, Ashburn, VA

- Six person tech startup developing applications for smart devices that increase patient and doctor coherence
- Research Non-Alcoholic SteatoHepatitis and its effect on the liver to properly display 3D/AR models
- Create animations to display for surgeons attending S.A.G.E.S 2021 conference

Arab Funds for Arts and Culture / Environment Artist

AUGUST 2020 - PRESENT, New York City, NY

- Four person research team exploring the rapid decline in available environment for Lebanese Cedars to thrive
 - Creating an environment simulation exhibit in Unreal Engine
 - Conducted field research in summer of 2019 at the Tannourine Cedar Reserve in Lebanon
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Education

Virginia Polytechnic Institute / BFA Creative Technologies

AUGUST 2017 - MAY 2022, Blacksburg, VA

- Team member on the Wrestling Team for two years
 - Studied Nanoscience my first year
 - Former member of the Nanoscience club
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Technical Experience

- Unreal Engine
- Adobe Creative Cloud (Photoshop, Premiere, Substance etc.)
- Maya
- Blender
- Unity