

NARMEEN ALHYARI

VFX Artist, 3D Animator and Academic Lecturer

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OBJECTIVE

Creative and accomplished Visual Effects Artist, Animator and Lecturer with more than 7 years of experience in the film and television industry and 3 years as an educator at PSUT. Effectively collaborated on numerous projects creating innovative environments, props, products, characters, creatures, sets, and more. Passionately designed complex animation characters and elements, edited static images to produce the illusion of motion, and created captivating special effects. Successful at leading classroom activities, tutoring and teaching students how to use the following programs: Photoshop, Illustrator, Premiere Pro, After Effects, Substance Painter and Autodesk MAYA. Seeking a position in an organization that will utilize my skills and knowledge for organizational and personal growth.

SKILLS

- Proficient Adobe Collection: Adobe Animate, Adobe Photoshop, Adobe Illustrator, Adobe Premiere, Adobe After effects.
- Experienced in Autodesk Maya: Modeling, Animation, Texturing.
- Unity: Virtual and Augmented Realities.
- Video Editing, green screen composition and Photo and video Composition.
- 2D and 3D animation.
- Training and Development.
- Creative Planning.
- Exceptional attention to details.
- Excellent interpersonal skills.

EXPERIENCE

FULL TIME LECTURER — PRINCESS SUMAYA UNIVERSITY FOR TECHNOLOGY [2022] — [present]

- Establish objectives for lessons, modules and projects.
- Observe and evaluate student performance and development and provide appropriate feedback on work.
- Develop guides and course materials to reinforce lecture information and help students learn.
- Teaching Instructor for undergraduate course, Fundamentals of Drawing and 2D Animation, Computer Application in Computer Graphics, 3D Materials and Lighting.

LAB SUPERVISOR — PRINCESS SUMAYA UNIVERSITY FOR TECHNOLOGY [2019] — [2022]

- Oversaw the daily coordination and functioning of Virtual Reality computer lab.
- Developed and communicated IT training materials and policies to ensure efficient lab operations.
- Assisted students and faculty/staff users regarding the use of supported software applications and hardware.
- Maintained the working order of lab equipment and supplies, which includes troubleshooting both hardware and software and making appropriate recommendations regarding repairs or upgrades.
- Assisted students with use of computers and monitor use for violations of proper use agreement.
- Teaching Instructor for undergraduate course, Fundamentals of Drawing and 2D Animation, Computer Application in Computer Graphics, 3D Materials and Lighting, Computer Graphics and Video Editing and Production.

VISUAL EFFECT ARTIST — ARAB TELEMEDIA GROUP

[2015] — [2019]

- Achievements:
 - Led the design and creation of a 3D army in the live action series "Maik bin al Rayb,". Also, created a variety of visual effects for this film production.
 - Created and composited whole shots which were used in the title sequence scene and collaborated with team to create a variety of VFX for both series "Dabah Gheleis" and "Gheleis Revenge.
 - Worked withing a team as a 3D animator and VFX artist on the series "Medina."
- Incorporated a variety of visual effects tools and skills to create beautiful and realistic effects shots for many televisions episode and shows.
- Coordinated with CG artists, producers, and supervisors to determine proper strategies for producing the best possible quality and workflows.
- Assisted in creating 3D assets using modeling software such as Maya or Cinema 4D based on provided concept art and/or designs and reference images and footage where applicable.
- Created digital environment sketches, models, and final renderings successfully matching the clients' design and requirements.
- Constructed matte paintings for set extensions and environment enhancements, including fire effects using After Effect.

3D ANIMATOR — GILGAMESH ANIMATION STUDIOS

[2012] — [2015]

- Animated main and secondary character, props, and crowd in cartoon series "Adam Adventure," and series "Natty and Marvel."
- Developed plot concepts for 3D animation for a series called "Natty and Marvel."

EDUCATION

JUNE 2021

M.SC. IN ENTERPRISE SYSTEM ENGINEERING, PRINCESS SUMAYA UNIVERSITY FOR TECHNOLOGY

JUNE 2012

B.SC. IN COMPUTER GRAPHIC AND ANIMATION, PRINCESS SUMAYA UNIVERSITY FOR TECHNOLOGY

CERTIFICATE & TRAINING

FEB 2021

DATA STORAGE TECHNOLOGY, HUAWEI CERTIFIED ACADEMY INSTRUCTOR

PUBLICATIONS

- *Healthcare training application: 3D first aid virtual reality Narmeen, N.A.-H., Shaidah, S.J. ACM International Conference Proceeding Series, 2021, pp. 107–116.*
- *The Intention to Use E-wallet during Covid-19 Pandemic in Developing Country Abushamleh, H., Al-Hiyari, N., Qusef, A. 2021 12th International Conference on Information and Communication Systems, ICICS 2021, 2021, pp. 310–316, 9464554.*
- *The Current Trends of Virtual Reality Applications in Medical Education Al-Hiyari, N., Jusoh, S. Proceedings of the 12th International Conference on Electronics, Computers and Artificial Intelligence, ECAI 2020, 2020, 9223158*