Rosana Wael Marar |   Curriculum Vitae

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# Objective

I aspire to be a great educator in the academic world and focus on improving my skills as a 3D Animator.

# Skills & Abilities

Autodesk Maya that includes (Modeling, Animation, Rigging, Texturing, Lighting, Dynamics, and Rendering), Unity (Virtual and Augmented Realities), Adobe Photoshop, Adobe Premiere, Adobe After effects, and Autodesk Mudbox.

# Experience

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| **3D Animator** — Gilgamesh Animation Studios  | [2011] — [2012] |
| [I was responsible for animating the main characters in many scenes for a 3D series called ‘Dates’. I animated the crowds as well for my scenes. In addition I was assigned to be the animator and the rigger for a 3D mobile game that was in progress ] |
| **Lab Supervisor** — Princess Sumaya University for Technology | [2012] — [2018] |
| [Teaching Animation courses & Labs including Animation 1, Animation 2, and the Labs for each of the mentioned courses. Moreover I’m responsible for keeping my Lab up-to-date] |
| **Full Time Lecturer**— Princess Sumaya University for Technology | [2018] — [2021] |
| [Teaching Animation Courses: Animation 1, Animation 2, Film making, Dynamics, Advanced character modeling. In Addition to supervising graduation projects and training students]**Teacher**— Princess Sumaya University for Technology [2021]-Present [Teaching Animation Courses: 3D modeling, 3D materials & lighting, 3D rigging & skinning, 3D Animation, Film making, Dynamics, Advanced character modeling. In Addition to supervising graduation projects and training students] |

# Education

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| **Princess Sumaya University for Technology** — [Master’s degree, Amman] | [2014] — [2016][2008] – [2012] |
| [I took my Master’s degree in Computer Sciences, with a GPA of 87.8. My Thesis was about Technology enhanced learning using Augmented and Virtual Reality. Where i developed an AR&VR application, to measure the amount of enhancement to the educational process of Animation.]**Princess Sumaya University for Technology** — [Bachelor degree, Amman] [I took my Bachelor degree in Computer Graphics and Animation, with a GPA of 89.9, I graduated the top on my class. My graduation project was a 3D movie where we took a part of the “V for Vendetta” original comic book and transformed it into a short 3D movie using Autodesk Maya, After effects, and Nuke ]  |

# Publications:

* [*Technology Enhanced Learning using Virtual and Augmented Realities: An Applied Method to Improve the Animation Teaching Delivery*](https://www.researchgate.net/publication/327908519_Technology_Enhanced_Learning_using_Virtual_and_Augmented_Realities_An_Applied_Method_to_Improve_the_Animation_Teaching_Delivery?_sg=7XF0pnG9A8EDIf4S_SMDIFLndADvcclmM3pmG3XAt2b_NwCHjIAEvKDs2l64SH2Z1ZzQ-SZeuslZyg.MWv40WFUxBJcx8EN3EWMB9cYpwE8Nf2QaXDicHmELdVsyzsuPjBzVmRUi6GwdRULJIXdThzsZE5pc8eyHKbrXA&_sgd%5Bnc%5D=0&_sgd%5Bncwor%5D=0), At the 10th International Conference on Knowledge Management and Information Sharing, Spain- Seville, 2018
* Hybrid blockchain, Jordanian jornal of computers and information technology, Jordan- Amman, 2020
* A 15-Gbps BiCMOS XNOR Gate for Fast Recognition of COVID-19 in Binarized Neural Networks, Institute of Advanced Engineering and Science (IAES) , International Journal of Electrical and Computer Engineering (IJECE). 2021
* Modified Variable Neighborhood Search Algorithm for Maximum Power Point Tracking in PV Systems Under Partial Shading Conditions, Universitas Ahmad Dahlan TELKOMNIKA , 2022
* A SigFox-Based Blockchain Network For Electronic Health Records, ACM , The 6th International Conference on Algorithms, Computing and Systems (ICACS 2022)