

# **FALL 2024 GRADS**

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# **ENTA**



# **SHOW**

## **12.14.24**

THE MELVILLE CENTRE FOR DIALOGUE



KWANTLEN  
POLYTECHNIC  
UNIVERSITY



# CLASS OF 2024 SUMMER:

## 3009

1. Aakash Tiwari
2. Alexandra Gutierrez de la Cruz
3. Chia-Yueh Chang
4. Diego Ernesto Gaona Camacho
5. Elise Dysarsz
6. George Yao
7. Harry Games
8. Juan Torres Rivera
9. Naren Sannan
10. Ravenna San Hom
11. Sandeep Singh
12. Unni Santhosh Bhaskar

## G008

1. Abhilash Ravindranath
2. Baqar Zaidi
3. Harrison Francis-Lyster
4. Jay Patel
5. Logan Lenihan
6. Sydney Culshaw
7. Tom Black
8. Vishal Varma

## VFX08

1. Akash Thiyagu
2. Carolina Zampragno Caser
3. Preet Desai
4. Prince Chudasama
5. Sanjay Prasad Loganathan
6. Sungwon Chae
7. Tanish Ahuja
8. Vansh Sharma

# 3D ANIMATION AND 3D MODELLING

## Aakash Tiwari



I am a skilled 3D Rigging Artist with a passion for creating realistic and expressive characters. With a strong foundation in anatomy and mechanics, I specialize in building robust and intuitive rigs that empower animators to bring characters to life. I am proficient in industry-standard software such as Maya.

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Linkedin: <https://www.linkedin.com/in/aakash-tiwari-/>

Hello everyone! My name is Alexandra, a recent graduate of Advanced 3D Animation, with +7 years of experience in Graphic Design. During this two-year training in animation, I developed a high affinity in Character Performance, particularly in acting and lip-sync. This last semester I felt an amazing satisfaction while building my demo reel, and now that I have graduated, I feel confident about the skills I've acquired and the ability to communicate believable emotions through the animation of the characters.

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Linkedin: [www.linkedin.com/in/alexandragtcruz](https://www.linkedin.com/in/alexandragtcruz)

## Alexandra Gutierrez de la Cruz



## Chia-Yueh Chang



I am a junior artist specializing in cloth, hair, and muscle simulation, and passionate about creating hair and fur. From realistic characters to creatures and the groom. I always find myself with great excitement in creating works especially when it involves challenging aspects. Working from Maya Xgen to Houdini Vellum gave me a wide range of knowledge and a strong understanding of both the technical and artistic side.

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# 3D ANIMATION AND 3D MODELLING

## Diego Ernesto Gaona Camacho



Hi! I'm Diego Gaona, a 3D animation specialist from Mexico who's all about creativity and having a good time. When I'm not diving into the world of animation, you'll probably find me shooting hoops on the basketball court, climbing rocks, or hiking up a trail with my camera in hand. I'm also a big fan of cycling, picnics, and just soaking up nature. Cooking is my happy place—especially when it involves sandwiches (my specialty!). Whether I'm at the movies, binge-watching an awesome series, or hanging out with friends.

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Linkedin: <https://www.linkedin.com/in/diegoegaona/>

Hi, I'm Elise! I'm a 3D artist and game developer based in Vancouver, BC who's been passionate about game development since I was a kid. For the past few years, I've been creating 3D content for Roblox and attending Kwantlen Polytechnic University to level-up my modeling, texturing, animation, and rigging skills. I'm interested in learning more about opportunities in the game dev world, especially on highly stylized and immersive games.

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## Elise Dysarsz



## George Yao



I have been passionate about 3D modeling ever since high school, dedicated my time to improving my workflow everyday. I'm proficient in Maya, ZBrush, Blender, and Substance Painter specializing in creating detailed 3D assets and environments. My commitment to learning new softwares and programs has allowed me to bring my creative ideas to life, whether it's for games, movies, or TV shows. I'm always eager to take on new challenges and continue growing as a 3D artist.

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# 3D ANIMATION AND 3D MODELLING

## Harry Gomes



A Passion for art and an enthusiast as a student to learn and unravel what the 3D animation and 3D modeling industry is all about. Keen to develop and improve my skills in 3D animation to become an ethical professional and contribute my art and skills to the entertainment industry.

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I'm Juan Torres, I'm from Colombia and I'm a film lover with a "small" obsession with Star Wars. I love to see the world through movies and books and the tools and skills I have acquired have allowed me to express my way of seeing the world through my specialty, animation. I fell in love with animation because I discovered how powerful and rewarding it is to transmit real emotions through digital characters, and I hope that these emotions reach more people as they once did to me.

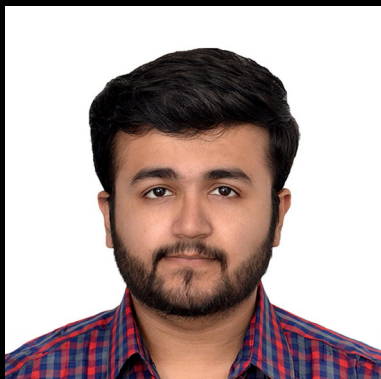
Email: [torresjuanes22@gmail.com](mailto:torresjuanes22@gmail.com)

Linkedin: <https://www.linkedin.com/in/juanetorresr/>

## Juan Torres Rivera



## Naren Sannan



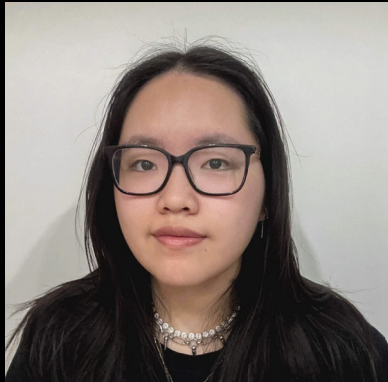
A passionate 3D modelling and surfacing artist who loves creating detailed designs for games, films, and digital projects. Whether it's building realistic textures or crafting immersive environments, I enjoy bringing ideas to life and making them look amazing. With a mix of creativity and technical skill, I'm always excited to take on new challenges and push my art to the next level.

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# 3D ANIMATION AND 3D MODELLING

## Ravenna San Hom



Hello! I'm Ravenna, an aspiring animator. I am passionate about bringing characters and stories to life, and I am constantly striving to improve and learn new things to enhance my skill. Animated cartoons have always been a source of great joy to me, therefore I hope to join the industry to bring the same experience to others. I currently have technical skills in Maya and I also have some experience with Toon Boom Harmony, traditional hand drawn animation on paper and also like experimenting with other mediums. Besides my passion for art, I love gardening, fishkeeping and going to concerts.

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I'm a 3D modeler and texture artist and I graduated from Aptech (Arena Animation) in 3D Modeling program, recently I graduated from Kwantlen Polytechnic University in 3D Animation & Modelling diploma program. I've completed four projects for my demo reel and gained experience in using various tools, such as Maya and Zbrush. I also did 1-year mechanical engineering diploma from Guru Kashi University in this one-year course I have specific courses like drawing and practical workshops, allowing me to easily design mechanical objects such as machines, spaceships, guns, cars, and various other shapes.

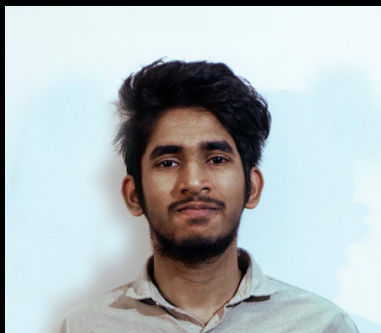
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## Sandeep Singh



## Unni Santhosh Bhaskar

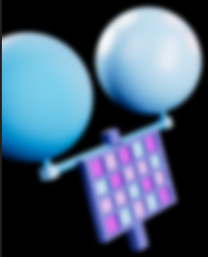


I am pursuing a career as a 3D modeler and texturing artist. I am interested in all sorts of modeling and texturing. I like to do diverse and challenging work. In addition, I also create pencil portraits. I prioritize quality and attention to detail in my work. Art is my passion, and I approach each project with honesty and enthusiasm.

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# VISUAL EFFECTS

## Akash Thiyagu



As an ambitious and adaptable junior 3D lighting artist, I bring a strong artistic foundation and a keen eye for detail, color, and composition. Proficient in light behavior, rendering engines, and 3D modeling, I am passionate about creating cinematic visuals that are both realistic and emotionally engaging. My background in photography and videography deepens my understanding of light and shadow, and I am eager to expand my skills further. With a drive for continuous learning, collaboration, and storytelling, I am ready to contribute to creative projects while growing as an artist in the dynamic world of 3D lighting

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From Brazil to Vancouver, I followed my heart in search of a dream: working with visual effects for films. With a background in marketing, I traded the familiar for the new to explore my passion for cinema and limitless creativity. I chose compositing as a career because I love bringing stories to life by bringing all the visual elements together in harmony. Here I share my journey of transformation, work and life in Canada, showing that it is possible to reinvent yourself and achieve what you love.

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Vimeo: <https://vimeo.com/carolinazamprogno>

LinkedIn: <https://www.linkedin.com/in/carolinazamprogno/>

## Carolina Zamprogno Caser



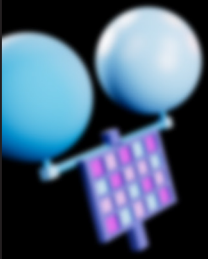
Dedicated and enthusiastic individual with a strong passion for Houdini FX. Possessing a solid foundation in VFX principles and techniques, understanding of procedural workflows in Houdini combined with a creative mindset and a strong attention to detail. Specializes in creating terrains, simulations of fire, smoke, water, explosions and particle systems. Skilled in utilizing industry-standard softwares with a demonstrated ability to quickly learn new tools and technologies.

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## Preet Desai





# VISUAL EFFECTS

## Prince Chudasama



Prince Haresh Chudasama is a seasoned Senior VFX Artist and Composer with extensive expertise in the post-production pipeline. With a portfolio spanning over 20 international and local projects, he has collaborated with industry-leading studios like Prime Focus, DNEG, AB Studio, and Assemblage. Prince specializes in compositing, CG lighting, 3D camera setups, bringing complex visual ideas to life. Outside of work, he enjoys movies, comedy shows, and exploring the latest advancements in VFX.

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I am a highly motivated VFX artist with a strong focus on compositing, where I excel in integrating various visual elements to achieve seamless, high-quality results. In addition to compositing, I am passionate about lighting and FX, and I continuously seek to expand my expertise across these areas to enhance the overall visual narrative. With a deep commitment to the craft, I stay up to date with industry advancements, honing my skills to deliver cutting-edge solutions. My technical proficiency, creativity, and passion drive me to contribute meaningfully to the VFX industry and bring each project to its full potential.

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Youtube: <https://www.youtube.com/@sanjayprasad9220>

## Sanjay Prasad Loganathan



## Sungwon Chae



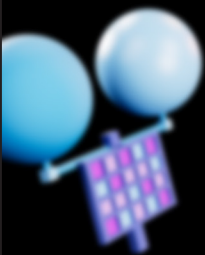
Hello, I'm Korina Chae, a visual effects artist who loves Astronomy. While studying at KPU, I discovered Houdini, which changed how I approached my work. It enabled me to bring my ideas to life in ways I never thought possible. By learning Python and VEX, I unlocked the freedom to create procedural models and control intricate details in simulations, shaping them with precision. By combining technical expertise with creativity, I aim to capture the natural world's raw beauty and complexity, crafting exciting and inspiring visuals.

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# VISUAL EFFECTS

## Tanish Ahuja



I am a media professional specialising in VFX, video editing, videography, and photography. Having just completed the Advanced VFX program at KPU, I focus on compositing with a touch of 3D environments, blending live-action footage with intricate visual elements. I'm passionate about creating dynamic content across various platforms, from video production to social media. My commitment to delivering high quality, reliable results has helped build lasting trust with clients and collaborators, ensuring that each project brings creative visions to life.

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As a Production Coordinator in my final term at VFX school, I am honing my skills in project management, team collaboration, and creative problem-solving. Passionate about visual effects and storytelling, I am committed to delivering high-quality productions while ensuring smooth operations and meeting deadlines in fast-paced environments.

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## Vansh Sharma





# GAME DEVELOPMENT

## Abhilash Ravindranath



Game designer and developer with expertise in art, shader, and audio pipelines, enabling seamless prototyping, implementation, and balancing of mechanics. My holistic understanding and passion for the different aspects involved in game development help me craft comprehensive and detailed game design documents to bring fun, engaging and immersive experiences to life.

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Portfolio: <https://asoka.itch.io>

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A passionate Technical Designer specializing in Unreal Engine 5, I thrive on bridging the gap between design and programming. I'm skilled in prototyping and iterating gameplay mechanics, bringing game concepts to life. With a strong focus on the 3Cs—camera, character, and controls—I craft immersive & fun player experiences as well as solving complex game design challenges. I'm excited to contribute my technical expertise and creative vision to create groundbreaking games in the industry.

Portfolio: <https://baqarzaidi10.itch.io/>

Linkedin: <https://www.linkedin.com/in/baqar-ali-zaidi>

## Baqar Zaidi



I have been passionate about video games for as long as I can remember. There is a famous picture, in my family, of me sitting at the computer watching my dad play Myst when I was a little kid. This early fascination grew into a curiosity about what went into games behind the scenes, oftentimes asking myself "what makes this game work?" In my early 20s, I developed a passion for programming. Through this course at Kwantlen, I honed my skills to become a proficient programmer and developed a new appreciation for the value programming adds to video games. My ultimate goal is to combine my programming skills and passion for game design to create games that are not only inspiring but as fun for others to play as they are for me to create.

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## Harrison Francis-Lyster





# GAME DEVELOPMENT

## Jay Patel



Innovative Technical Artist with expertise in Unity and Unreal engines. Specializes in crafting advanced materials and shaders to elevate visual fidelity. Familiar with HLSL and ShaderLab languages. Proficient in developing custom tools for streamlined level design in Unity. Bridges the gap between art and technology, optimizing workflows and pushing the boundaries of real-time graphics in game development.

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Game Designer and Project Manager with an obsession for Action, FPS, and Mobile Games. I love crafting well tied together experiences by finding and creating a tight gameplay loop and evolving the game from there.

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Linkedin : <https://www.linkedin.com/in/logan-lenihan/>

## Logan Lenihan



## Sydney Culshaw



Junior 3D Artist who is passionate about creating environments and prop pieces.

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Linkedin: [www.linkedin.com/in/sydneyculshaw3d](https://www.linkedin.com/in/sydneyculshaw3d)





# GAME DEVELOPMENT

## Tom Black



I am a Unity game developer and designer with over 3 years of professional experience making games and tools in C#.

I recently created Pixelate a 5-star bestselling Unity Asset used to convert 3D models and animations into 2D pixel art sprite sheets. Featured in many Humble Bundle deals and Unity promotions.

I am currently managing a small international game studio developing CryptoBeasts, an MMORPG web game built on the Ethereum blockchain. I recently graduated in Advanced Game Programming at Kwantlen Polytechnic University in Vancouver, Canada.

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Portfolio: <https://tomblack.ca/>

Linkedin: <https://www.linkedin.com/in/tomblackdev/>

Passionate junior 3D game artist with two years of dedicated study and hands-on experience in prop modeling, UV mapping, and texturing. Proficient in Maya, Blender, Substance Painter, and Adobe Creative Suite. Expanding skillset to include character sculpting and remeshing. Led art direction for four small game projects, showcasing versatility across 3D, 2D, pixel art, and 2.5D styles. Eager to bring fresh creativity and technical skills to a professional game development team.

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Linked in: <https://www.linkedin.com/in/vishal-varma-03b794206/>

## Vishal Varma



# ENTA



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