

ENTA

SUMMER 2024 GRADS



KWANTLEN
POLYTECHNIC
UNIVERSITY



Class of 2024

Summer:

3D08

1. ADA ROGACHEVA
2. CAMILO HERNANDEZ OVALLE
3. ECE HANBEK
4. GUNISHA SINGH
5. ISHAN TRIPATHY
6. MYROSLAVA LUGOVA
7. ORHUN OZGUR
8. PAULINA FRESAN JIMENEZ
9. PRAKASH REDDY TALLA
10. RYAN JIANG
11. SACHIN KUMAR
12. SHIVAM PAHWA
13. VANESSE MA
14. YULIIA LUGOVA

GD07

1. ALFREDO ALMAZAN VELRADE
2. ANAND GOPAL
3. CHAITANYA PAHUJA
4. FAIZAN SIDDIQUI
5. MOHAMMED THAKUR
6. PRITHVI DHINAGAR
7. REBECCA PENWARDEN
8. RISHABH PAUNIKA
9. RON VARGHESE JOSE
10. SAMRUDH GRANDIGE SUNIL
11. SIDA KONG

VFX07

1. BURAK TOPCU
2. CHING WONG
3. KARAN GUPTA
4. SUDHITI BARJATYA
5. THOR GARCIA
6. UJJWAL KUMAR
7. YUNG-JEN CHANG

FD07

1. AIDEN KRAMER
2. CAMERON FORTUNA
3. GABRIEL HALIBAS
4. GORAN FANOUS
5. MADDIE LI
6. MADHAV MENON
7. MELODY TSANG
8. MORGAN BOWLES
9. NEEKA ABDOLVAHABI
10. ONKAR SANGHA
11. RICKY GAO
12. SAJE HUNTER
13. TENGIS KHANBUREN-ZELME
14. YASMINE KHAN
15. YI WANG
16. ZARAH MORGAN OFOR
17. KAYLA TANG

3D Animation and 3D Modeling

ADA ROGACHEVA



Hello! My name is Ada and I'm a Modeling and Texturing artist. From a young age, my mom cultivated a love for the arts in me. I really enjoy spending my time drawing, sculpting, and painting. I hope you enjoy my Demo Reel because I had a lot of fun creating my 3D assets!

Email: ada.rogacheva.2@gmail.com

LinkedIn: www.linkedin.com/in/ada-rogacheva/

I'm from a place that lights up with colors, sounds, smells, flavors, people, and life. This environment shaped my passion for 3D art, focusing on life, nature, and emotions. I was amazed by the magic of animation as a kid and now strive to bring that same sense of wonder to my work. I am honored to contribute my efforts to this industry and hope to inspire others as I have been inspired.

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CAMILO HERNANDEZ OVALLE



ECE HANBEK



Hi! I am passionate about telling stories through art. Since childhood, I have been immersed in daydreams through drawing, playing music, acting, and ballet. Among these, 3D modeling felt like the perfect fit for me, and I am eager to create exciting stories with talented artists in the entertainment industry!

Email: hanbekece@gmail.com

Demoreel: <https://vimeo.com/928634801>

LinkedIn: <https://www.linkedin.com/in/ece-hanbek/>

3D Animation and 3D Modeling

GUNISHA SINGH



I am a Surfacing and Lookdev Artist with a keen eye for detail and a commitment to refining my skills. I focus on pushing the boundaries of visual excellence and bringing creative visions to life through meticulous work and innovative techniques.

Email: singhgunisha8@gmail.com

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My name is Ishan, and I am a dedicated rigging artist with a passion for animation and games. I love playing video games, watching anime, and enjoying animated movies. In my free time, I immerse myself in solving puzzles, building plastic models, coding, and expressing my creativity through drawing and painting. I am hardworking and persistent, always eager to engage in new artistic endeavors and expand my skills and knowledge in animation. Fueled by a deep passion for 3D modeling, animation, and the magic of movies, I have been inspired to pursue a career in this field ever since watching Harry Potter. My fascination with the world of fantasy and fiction drives my creativity and dedication. With a background from Kwantlen Polytechnic University in Entertainment Arts, I utilize my 3D skills to bring characters and stories to life. I strive to add depth and detail to every project, contributing to the creation of immersive and captivating worlds that inspire and entertain audiences.

ISHAN TRIPATHY



Email: ishantripathy3@gmail.com

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

3D Animation and 3D Modeling

I'm Mira, a calm and motivated recent 3D animation graduate. Enthusiastic about animated films, anime, and books, I'm excited to create inspiring content and gain knowledge in the animation industry.

Email: myroslavalugova03@gmail.com

LinkedIn: <https://www.linkedin.com/in/myroslava-lugova/>

MYROSLAVA LUGOVA



ORHUN OZGUR



I am a passionate 3D character modeler based in Vancouver, with a diploma in Advanced 3D Animation from Kwantlen Polytechnic University and a bachelor's degree in Fashion Design. I specialize in stylized characters and environments, excelling at creating captivating and detailed 3D assets. With a keen eye for storytelling through art, I bring characters to life with innovative designs and meticulous attention to detail. My background in fashion design enhances my understanding of clothing in character modeling, ensuring visually appealing and realistic attire. My dedication and creativity make me an asset in the entertainment industry.

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3D Animation and 3D Modeling

**PAULINA FRESAN
JIMENEZ**



Movies and shows have always brought me happiness from a young age. I've always wanted to create stories that inspire and excite others. Influenced by the works of Tim Burton, Guillermo del Toro, and many others, I developed a strong interest in horror and humor. I chose to learn animation and filmmaking in both 2D and 3D. Starting with drawing, I progressed to mastering Maya, Harmony, and other software to enhance my skills. I continuously seek ways to push myself and my work, with the hope of creating something that will inspire others.

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My passion for sci-fi films and visual effects started in childhood, inspiring me to create imaginative worlds. After earning a VFX diploma in Bangalore, India, I worked as a compositing artist for five years in various studios. To enhance my skills, I studied 3D animation and modeling at Kwantlen Polytechnic University. This experience has helped me blend technical skills with storytelling. As I finish my studies, I look forward to working on innovative animation projects and bringing my childhood dreams to life on screen.

Email: prakash91sai@gmail.com

PRAKASH REDDY TALLA



RYAN JIANG



I am very passionate about Japanese anime and science fiction movies. I enjoy hard surface modeling and organic sculpting. I love exploring new fields and have been passionate about drawing, having studied it for 15 years. Additionally, I have one year of experience as a traditional art teaching assistant. After graduation, I hope to explore more knowledge and techniques in the 3D field.

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LinkedIn: www.linkedin.com/in/yuhan-jiang-942a33279/

3D Animation and 3D Modeling

Fueled by a deep passion for 3D modeling, animation, and the magic of movies, I have been inspired to pursue a career in this field ever since watching Harry Potter. My fascination with the world of fantasy and fiction drives my creativity and dedication. With a background from Kwantlen Polytechnic University in Entertainment Arts, I utilize my 3D skills to bring characters and stories to life. I strive to add depth and detail to every project, contributing to the creation of immersive and captivating worlds that inspire and entertain audiences.

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SACHIN KUMAR



SHIVAM PAHWA



Rigging Artist with a solid foundation in creating flexible and efficient rigs for animation. Passionate about leveraging technical expertise to enhance character performance and support compelling storytelling. Also enthusiastic about photography and video editing, which fuels my creativity and attention to detail in every project.

Email: shivam.pahwa1997@hotmail.com

LinkedIn: www.linkedin.com/in/shivam-pahwa-59583324a

Hello, my name is Vanesse. I'm a 3D Animation Artist graduating from Kwantlen Polytechnic University. I am really interested in 3D animation work and am looking forward to learning and contributing to amazing projects in the industry.

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LinkedIn: www.linkedin.com/in/vanesse-ma-b48b07198

VANESSE MA



3D Animation and 3D Modeling

YULIYA LUGOVA



I'm Liya, a recent 3D animation graduate from Kwantlen Polytechnic University. Passionate about animated films, I'm eager to join the industry and contribute to creating amazing projects, while refining my skills along the way.

Email: yuliialugova@gmail.com

Advanced Visual Effects

I am Burak Topcu, an FX artist with advanced VFX training. During my education, I received comprehensive training in creating various effects using Houdini. I specialized in particle simulations, fluid dynamics, destruction, and smoke effects. Additionally, I have proficiency in compositing techniques using Nuke, allowing me to add the final touches to my projects. My goal is to produce innovative solutions through procedural methods and to stand out with my attention to detail. My passion for visual effects and my constant desire to learn are my greatest sources of motivation in this field. With my advanced software knowledge and creative thinking skills, I aim to add value to projects and create unforgettable visual experiences.

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BURAK TOPCU



CHING WONG



After graduating from the KPU Entertainment Arts program, I discovered my true passion for lighting. I have developed a strong foundation for creating captivating digital environments and I love using light and shadow to transform digital scenes, adding depth and emotion to every frame. With advanced lighting techniques and a meticulous eye for detail, I am committed to mastering this craft. My goal is to become a lighting artist and work on innovative projects that push the boundaries of visual storytelling.

Email: rachelwong1015@gmail.com

LinkedIn: www.linkedin.com/in/rachelwcy

Visual Effects

KARAN GUPTA



I am a passionate and skilled VFX artist specializing in compositing, graduating from the Advanced VFX course at KPU. My expertise lies in seamlessly integrating digital elements into live-action footage, with a keen eye for detail and a dedication to creating visually stunning and immersive scenes. With a solid foundation in key compositing software like Nuke, I thrive on tackling complex challenges and bringing creative visions to life. I am excited to join the industry and contribute my skills to dynamic projects, continuously pushing the boundaries of visual storytelling. My journey in VFX is fueled by a love for innovation and collaboration.

Email: Karan.gupta9494@gmail.com

LinkedIn: www.linkedin.com/in/karanvfx

Hi, I'm Sudhiti Barjatya, an aspiring FX artist. I got into FX because I love how it blends technical skills with creativity. I'm passionate about using visual effects to bring stories to life. Right now, I'm focusing on learning how to create realistic FX simulations that add excitement and depth to any project.

Email: sudhitibarj@gmail.com

Demoreel: <https://vimeo.com/844765224?share=copy>

LinkedIn: www.linkedin.com/in/sudhitibarjatya

SUDHITI BARJATYA



Visual Effects

THOR GARCIA



I am an aspiring lighting artist that produces high-quality work with skills like understanding Maya Arnold lighting and look development, Katana lighting and look development, Unreal Engine 5 lighting scene building and cinematics, and NukeX compositing and roto. I love to occasionally do automotive photography and portrait photography as hobbies, which also enhances my ability to color grade and edit photos. I have some experience in graphic design from being part of a yearbook team in high school. I also enjoy basketball and watching anime in my free time.

Email: thorgarcia1041@gmail.com

LinkedIn: www.linkedin.com/in/thor-garcia

Socials: www.instagram.com/knzieiso/

Inspired by creative content, I'm a lighting artist about to graduate from my VFX course. I focus on photorealism, mood, and color, and I love solving problems and bringing scenes to life with detailed lighting. Photography and videography have taught me a lot about lighting, composition, and discipline. My goal is to work in a great studio and create amazing content, using my skills to enhance visual storytelling.

Email: ujjwalkumar0511@gmail.com

LinkedIn: www.linkedin.com/in/ujjwalkumarvfx/

UJJWAL KUMAR



YUNG-JEN CHANG



I specialize in lighting, bringing scenes to life with a keen eye for detail and creativity. I blend technical expertise with artistic vision to create visually stunning and immersive work. My passion lies in transforming concepts into captivating visual experiences, always striving for excellence in every project.

Email: ren663d@gmail.com

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Game Development

ALFREDO ALMAZAN VELARDE



I'm a video game programmer originally from Mexico who is hardworking, sociable, punctual, and a fast learner. I usually focus on developing gameplay for the games I work on; I would rather have a very fun but visually simple game than a beautiful game that is boring to play.

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Portfolio: <https://sites.google.com/view/alfredoalmazan-velarde/home>

Reality is boring. My mission is to become a pioneer in mixed reality and stand at the forefront of XR development, to hopefully one day create a world within our world that people can get immersed in. I am a Unity Game Developer with over 4 years of experience and a newfound passion for VR and XR development. Feel free to drop me a message if you want to connect or just chat!

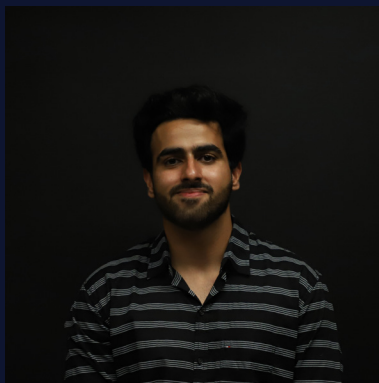
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ANAND GOPAL



CHAITANYA PAHUJA



I am a passionate and committed 3D Environment Artist dedicated to self-driven learning and skill development. My proficiency covers the entire art pipeline, from initial concept to final implementation. I excel in lighting, modeling, shaders, texturing, and level design. With experience in dynamic environments and rigorous training in game development, I have honed my ability to manage multiple priorities and complex timelines. Outside of work, I enjoy doing ink art and playing action-adventure games, which continually inspire my creativity.

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Portfolio: <https://www.artstation.com/chaitanyapahuja7>

Game Development

During my program, I have worked with various individuals to produce several game prototypes. Each project had different deadlines and restrictions, which helped me gain a variety of skills. My main area of proficiency lies in game prototyping, game design, narrative writing, and storytelling, which I have focused on improving over the past two years. My goal is to help create an immersive gaming experience that makes players feel like they are part of the game.

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FAIZAN SIDDIQUI



MOHAMMED THAKUR



I'm a passionate 3D character artist with a deep love for video games. Since I was young, I've always been interested in character designs and customizing my own characters in video games. I thought to myself, "Why not make this my career?" Over my time at KPU, I've made many friends and instructors who have helped me grow as a person and as an artist. I've worked alongside my peers to create many fun indie games that have helped me develop efficient and useful workflows. I'm looking forward to seeing where this path takes me and am excited to see the evolution of my art skills.

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Game Development

PRITHVI DHINAGAR



Prithvi is a UI/UX/Game Designer with a bachelor's in computer science and engineering and a Diploma in Advanced Game Development. During his time at KPU Entertainment Arts, he contributed to various game prototypes and projects, always aiming to create engaging player experiences. With a solid background in game development, Prithvi is skilled in using industry-standard tools like Adobe Creative Suite, Unity, and Unreal Engine. He values collaboration and is eager to approach design challenges with fresh, creative solutions. Outside of work, Prithvi enjoys playing games to unwind and stay creatively inspired.

Email: prithvidhinagar@gmail.com

LinkedIn: <https://www.linkedin.com/in/prithvi-dhinagar/>

I am a passionate 3D Character Artist ready to bring game characters and virtual avatars to life. I focus on creating standout designs in Blender but am also willing to use other programs as necessary. With a vast knowledge of design and theory, I am proficient in modeling, rigging, and texturing. Let me help you bring your characters to life!

Email: penwardenrebecca@gmail.com

ArtStation: <https://rebeccapenwarden.artstation.com>

REBECCA PENWARDEN



RISHABH PAUNIKA



I am a Game Developer with a primary focus on programming and game design. I love playing and making games and hope to create games that are fun, slightly challenging, and enjoyable for a diverse audience. I'm inspired by various genres and styles and am interested in bringing fresh ideas to the gaming world.

Email: rishabhpaunika@gmail.com

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

Portfolio: <https://sites.google.com/view/riseb/home>

Game Development

I am a Gameplay Programmer with a deep passion for creating immersive gameplay mechanics and systems for video games. My skill set includes strong proficiency in C++ and C#, and I have extensive experience with game engines like Unreal and Unity, as well as source control tools like Perforce and Git. Additionally, I hold a bachelor's degree in computer science and Math.

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RON VARGHESE JOSE



SAMRUDH GRANDIGE SUNIL



I'm Samrudh, a 3D environment artist currently working at Cold Symmetry. I love conveying stories through environments and am passionate about dark fantasy art and souls-like games. I've been learning about environments since I was 14 and am learning something new every day!

Email: blizzardjam2015@outlook.com

Portfolio: <https://www.artstation.com/blizzardjam>

My professional background includes proficiency in Blender, Maya, Substance Designer, and Substance Painter, allowing me to create high-quality assets and realistic textures. I have hands-on experience with Unreal Engine through academic projects and a strong foundation in concept art that supports asset design from concept to implementation.

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ArtStation: <https://sidakong.artstation.com>

SIDA KONG



Foundation in Entertainment Arts

AIDEN KRAMER



Hello, my name is Aiden Kramer, and this year, being part of the Foundation in Entertainment Arts program has been an incredible journey of growth and discovery for me. It has shown me that you can excel at something with enough practice and dedication, even if you start with no prior experience. I have developed a passion for game design, and the skills I have learned this year are valuable towards my dream career. This program has not only honed my technical abilities but also expanded my creative thinking and problem-solving skills through various projects and assignments. This experience has solidified my commitment to pursuing a career in this field, and I am eager to continue learning and expanding my skill set next year in Game Development.

LinkedIn: <https://www.linkedin.com/in/aiden-kramer-793648319/>

Hello, My name is Cameron Fortuna, and I'm thrilled with the amount I've learned over the last year in the Foundation in Entertainment Arts Program. I was concerned at first since I didn't know much about creating art, but thanks to fantastic professors and teaching assistants who showed genuine knowledge and care for our classes, I was able to go see the assignments as not work but achances to further develop my skills. Thanks to my incredible classmates, I've discovered the joy that comes from sharing thoughts and opinions with those who share my interests. As I continue my education in advanced game development at KPU, I'm interested to see how I can put these new weapons in my arsenal to use.

LinkedIn: <https://www.linkedin.com/in/cameron-fortuna-8b99152b1/>

CAMERON FORTUNA



Foundation in Entertainment Arts

Hello, my name is Gabriel!

My time in the Foundations for Entertainment Arts Program at KPU has been such an amazing experience. I've been able to get a great sense of every discipline needed to excel in my chosen advanced program. I am a creative artist motivated to learn more about Character design, Visual Development, 3D modelling and animation.

LinkedIn: <http://linkedin.com/in/gabriel-halibas-profile>

Portfolio: <https://gabrielhalibas.wixsite.com/portfolio>

GABRIEL HALIBAS



GORAN FANOUS



My name is Goran Fanous, I am in the entertainment arts program at KPU. This program has been an eye opener for me and showed me just how many opportunities there are available in the entertainment arts field. I personally find myself gravitating towards game design. Whether I end up working in that field or not, I am very grateful for the foundations course, whether it was meeting people with like-minded interests, or discovering the depths of my passion for this industry. If I'm pursuing my passions, I know what I'm doing is right for me.

LinkedIn: <https://www.linkedin.com/in/goran-fanous-1358272bb/>

Hi! my name is Maddie Li and I'm really happy with what I've accomplished this year in the Foundation in Entertainment Arts. It was great taking on this journey and learning so much alongside my amazing classmates and I really appreciate the wonderful instructors and TAs who have truly cared about our class and guided us to explore new things beyond our assignments. I've loved learning a variety of different skills and I'm super excited to see how I can apply them in the future as I continue my studies in game development :D

LinkedIn: <https://www.linkedin.com/in/maddie-li/>

MADDIE LI



Foundation in Entertainment Arts

I'm proud to be part of FD08. I'm surprised at how much I've learnt in such a short period of time and it was a wonderful journey. I got to meet and befriend a lot of cool people. It has inspired me to continue my creative journey.

LinkedIn: <https://www.linkedin.com/in/madhav-manoj-27a173319>

MADHAV MENON



MELODY TSANG



My name is Melody Tsang and I am a student from the Foundation program. I enjoy working with colours and creating scenes as well as character designs. Colour design class taught me a lot about colour theories and how to use them for a scene.

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My name is Morgan Bowles, I am apart of the FD08 foundations program at Kwantlen Polytechnic University. I am beyond thankful for this amazing opportunity I will never forget the friends I have made and the skills I have learned. Thank you to this program as it has sparked my interest in VFX.

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MORGAN BOWLES



Foundation in Entertainment Arts

NEEKA ABDOLVAHABI



My name is Neeka, and I am studying Entertainment Arts at Kwantlen Polytechnic University. My time here in the Foundations program has really opened a lot of new doors for me, teaching me mediums of art I never expected I'd enjoy working in, such as sculpting and game development. This program helped me regain the motivation to learn and draw regularly again, and I am grateful for that. I am proud of all the progress I've made throughout these three semesters and I look forward to seeing where this ongoing path will go.

Portfolio: <https://www.artstation.com/neeka6>

My name is Onkar Sangha over this year in the entertainment of arts program I've learn and experience a lot of valuable lessons about not just how to create art but how to create story's with in it. The experience has opened my eyes to a whole new set of possibilities and prospects in my life for both career and personal growth. Thought I have found some aspect more appealing then other for instance game development and 3d sculpturing have been what I gravitated to the most and sincerely hope to pursue, I'm truly grateful to all the instructors and special speakers as well as the teachers assistants for going out of their way to help us through our work and even more so understand the industry and what to do to improve.

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ONKAR SANGHA



Foundation in Entertainment Arts

RICKY GAO



My name is Ricky Gao, in the Foundations year of the Entertainment Arts program. Although this is my first year of school after a 4-year hiatus, I still found myself learning many new skills and perspectives in art-making within this program. With the help of my instructors, TAs and classmates, I've learned these skills quickly, too. But the Foundations program is only the beginning for me, and I look forward to seeing who I'll meet and what I'll learn in the future.

Socials: <https://www.instagram.com/rick.g.arto?igsh=bTR-3bjJ2N2pqc2Q=>
LinkedIn: <https://www.linkedin.com/in/ricky-gao-43a8891ab/>

My name is Saje. Throughout this year of Foundations in the ENTA program, I have learned so much about how the industry works as a whole, and have developed so many new skills that I am excited to take to the next level with the Advanced 3D program in the Fall. All of the instructors and TAs have been amazing and so supportive, as well as all my peers. Overall this year has really brought me to different places, and has opened my eyes to the endless opportunities in Media and Animation; and I am excited to continue my studies here. Thank you to the ENTA fam that stuck with me this year, I have made some amazing friends, and I can't wait to see you next year :)

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Portfolio: <https://www.artstation.com/sajehunter>
LinkedIn: <https://www.linkedin.com/in/saje-hunter-3b49302b7/>

SAJE HUNTER



Foundation in Entertainment Arts

My name is Tengis and this year I have had the pleasure of attending my first year of Entertainment Arts at Kwantlen Polytechnic University. Under the tutelage of excellent instructors, student instructors and peers that always pushed me to strive higher, I've been given an introductory exploration of the field of Entertainment Arts that I am very grateful for.

I've been given the opportunity to view firsthand cutting edge studio environments and been attended talks given by professionals working in studio environments I would never be privy to otherwise.

I'm excited to see where my journey in Entertainment Arts will lead going into the Advanced 3D program and wish good luck to all my peers doing the same

TENGIS KHANBUREN-ZELME



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Socials: <https://www.instagram.com/10giskz?igsh=MXB4Y-jg4bnl6dXpobw>

YASMINE KHAN



I have had the pleasure of being part of Enta's FD08 class this year. It is because of the incredible and endless opportunities that enta has provided that I have decided to develop my passion for 3D modelling. Thank you to all of my instructors, teaching assistants and fellow classmates.

LinkedIn: <http://linkedin.com/in/yasminenk>

Foundation in Entertainment Arts

YI WANG



My name is Yi Li Wang, and I'm in the Foundations in Entertainment Arts program.

I am glad I was able to spend what seemed like a very short year at KPU, learning and honing my artistic skills as well as learning more about the industry. I learned a lot and found myself enjoying more parts of different processes that I thought I would. I hope I can carve out my place in this industry in the future.

LinkedIn: <https://www.linkedin.com/in/yi-li-wang/>

Hello, my name is Zarah Morgan Ofor, and I would like to express my heartfelt appreciation to all of my instructors and peers for introducing me to the captivating world of entertainment arts. Over the past year, I have explored various mediums and paths as a digital creator. One of my favorite subjects was learning 3D sculpting and discovering a new favorite art form, while also finding valuable connections with like-minded people navigating the industry. I am truly grateful for the amazing experience I had in the Foundations of Entertainment Arts Class of 2024. Thank you all for the role you played in my journey.

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ZARAH MORGAN OFOR



KAYLA TANG



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ENTA

GRAD SHOW

08.17.24

KPU RICHMOND



KWANTLEN
POLYTECHNIC
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