

KWANTLEN POLYTECHNIC UNIVERSITY

ENTA PROGRAM GRADS SUMMER 2023

KPU ENTA NEW WAVE GRAD SHOWCASE

AUG 19th 2023 | KPU RICHMOND
WILSON SCHOOL OF DESIGN





KWANTLEN POLYTECHNIC UNIVERSITY

ENTERTAINMENT ARTS - CLASS OF 2023 SUMMER

Advanced 3D Animation and 3D Modelling

Abdelrahman Mohamed Sayed El Masry



Highly driven recent animation graduate with a passion for bringing life to character performances. Continually inspired to improve, I'm hardworking, able to adapt and learn quickly within new environments. I'm enthusiastic to work within a collaborative industry where I can continue to learn and grow as an artist alongside colleagues.

<https://www.linkedin.com/in/abdelrahman-el-masry/>

Atalay Kalem



I'm a passionate 3D modeler ready to work in the entertainment arts industry to inspire others. As someone who specialized in both organic and hard surface modeling, I pride myself in bringing my models into life with mesmerizing textures. Equipped with extensive knowledge and techniques, creating models that will both assist the project and captivate audiences is my main goal. With an unyielding commitment to excellence and a burning desire to unleash my creativity, I'm eager to see my name among with other incredibly talented people at the end credits of numerous projects. I cannot wait to become a part of this industry and take part in creating dreams that would ignite the sparks of many.

<https://www.linkedin.com/in/atalay-kalem/>



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ENTERTAINMENT ARTS - CLASS OF 2023 SUMMER

Advanced 3D Animation and 3D Modelling

Carina Ferraresi Bonella



I'm a 3D animator glad to find a career path aligns with my values and life purpose. I'm passionate about being able to give life to characters and stories of people who were never represented or were misrepresented in the media, and I feel like this is how I can work with something that I love and at the same time help the world be a better place.

<https://www.linkedin.com/in/carinabonella/>

Ceren Akyuz



I am a texture artist that specializes in hand-painted, stylized textures in addition to procedural work. With a passion for visual storytelling and design, I enjoy using meaningful aspects and details to convey narrative. My diligent process strengthens the direction that has been assigned to me without losing sight of the bigger picture. I am excited to be a part of a team and collaborate with others to bring 3D models to life.

<https://www.linkedin.com/in/renaky/>

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Advanced 3D Animation and 3D Modelling**Damien Da Min Wong**

My name is Damien Wong and I am a 3D Animator who enjoys making funny clips! I am from Singapore and plan to stay here in Canada, working in the 3D Animation space here. Lipsync and acting are what I enjoy the most; making comedic shorts is what I enjoy. I'm a hard worker and adapt fast to any situation! Most of all, I'm here to help others to improve, as our industry is a team effort. We all improve each other, and I am always willing to help and learn!

<https://www.linkedin.com/in/damienalexwong/>

Deniz Tanis

As a motivated, task-oriented 3D animator, I am very interested in the art of storytelling through visual means. Looking forward to contributing to many amazing projects and hone my skills while working in the industry.

[linkedin.com/in/deniz-tanis/](https://www.linkedin.com/in/deniz-tanis/)



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Advanced 3D Animation and 3D Modelling

Feng Xie (Skylar)



My name is Xie Feng, and I just graduated from KPU with a major in 3D animation and modeling. I'm interested in translating creative character designs from 2D to 3D, which is the reason why I chose to become a modeler. I have learned to use Maya, Zbrush and other professional software and knowledge through learning from KPU, and I am familiar with the pipeline of cooperating with coworkers or partners in the modeling process. I keep working hard on practicing techniques and learning knowledge, and I hope to use my knowledge and skills to create more lifelike items and characters.

www.linkedin.com/in/feng-xie-skyler

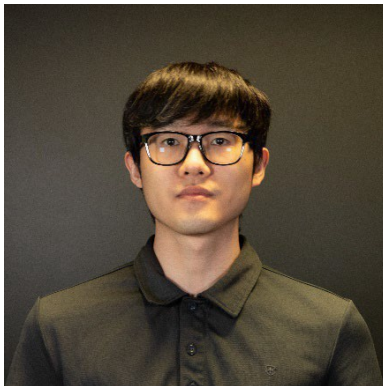
Gabriel de Lima Capato



Hi, I am Gabriel Capato, aspiring layout artist, I have a strong passion for telling stories and through layout is how I best express my creativity, bringing stories to life. I'm excited and eager to welcome any opportunity that might give me the chance to hone and expand my skills as a layout artist and ultimately as a storyteller.

<https://www.linkedin.com/in/gabriel-capato/>

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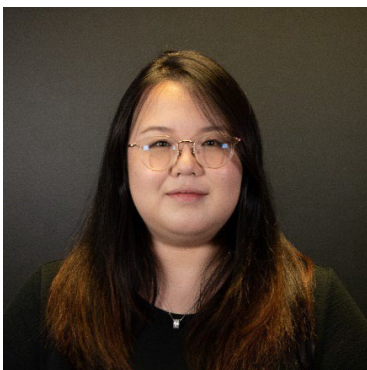
Advanced 3D Animation and 3D Modelling**Lenny Kan**

I am a Junior Animator that recently graduated from Kwantlen Polytechnic University. Being an international student made me able to have a broad perspective and adapt to changes quickly. It helped me to take problems in stride and have more curiosity about learning new things.

I like to challenge myself by solving problems and fix my errors to improve my skills.

I would like to demonstrate what I have learned in production and improve the speed and quality of it.

<https://www.linkedin.com/in/chellen-kan/>

Shanshan Wu (Zoe)

I am a passionate 3D modeling and texturing artist with a strong desire to bring imagination to life. With a strong attention to detail and a dedication to continuous learning, I am constantly honing my skills to create stunning visual experiences. Embracing every opportunity to grow and evolve, I am eager to embark on a journey of artistic exploration and innovation.

<https://www.linkedin.com/in/shanshan-zoe-wu/>

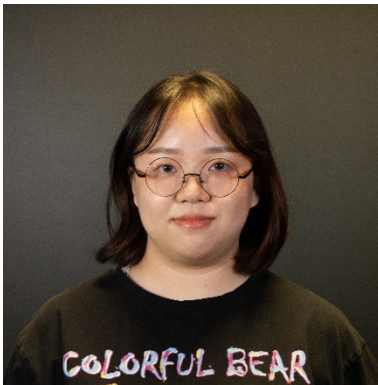


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Advanced 3D Animation and 3D Modelling

Yuxin Luo (Nicole)



I am Yuxin Luo (Nicole), who is interested in 3D environment modeling and 3D character modeling. I am skilled in modeling, sculpting, and surfacing with software like Maya, Zbrush, Substance Painter and Photoshop as well. I also enjoy the process of improving my skills and learning to communicate with people while working together.

<https://www.linkedin.com/in/yuxin-luo-/>



KWANTLEN POLYTECHNIC UNIVERSITY

ENTERTAINMENT ARTS - CLASS OF 2023 SUMMER

Advanced VFX

Aditi Kathuria



I am Aditi Kathuria from Delhi , India .My age is 22 and I did my high school graduation in my home country . I was quite interested in VFX stuff since I completed my studies so I planned to get indulged into it and make it as my profession which led me to get enrolled in a Foundation course which I did in Maya Academy of Advanced Cinematics back in ludhiana , India and which gave me a path to get involved into Advanced Diploma of Visual effects study further in BC, Canada . Now I have decided to go into FX because that's something which interests me most out of other fields in VFX and striving to get better at it each and every day.

<https://ca.linkedin.com/in/aditikathuria786>

Aditya Arora



I'm Aditya, a creative director at LVC (Lyrical Video Company) with expertise in Lighting for VFX. Skilled in various softwares like Maya, Nuke, katana etc. I bring imagination to life through captivating visual experiences. Collaborating with diverse clients, I excel at understanding needs and exceeding expectations. Inspired by art, technology, and storytelling, I constantly seek knowledge to stay ahead in the ever-evolving VFX industry. always down to create extraordinary moments together!

<https://www.linkedin.com/in/aditya-carora->

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Advanced VFX**Amsi Colin**

Hello! I am a Lighting and Compositing Artist with an Animation and Photography background. Everything that involves storytelling and communicating emotions has always been a passion for me. With my creative interests I have always loved using light and colors to create different moods.

<https://www.linkedin.com/in/amscolin/>

Anushka Shah

I am an enthusiastic and dedicated lighting and compositing artist located in Vancouver. Throughout my career, I have acquired extensive knowledge in various software like Katana, Maya, Nuke. Having a strong creative drive and a desire to continuously expand my abilities is what motivates me to achieve success. I approach every task with unwavering commitment, consistently giving my utmost effort and ensuring that exceptional results are delivered on time.

<https://www.linkedin.com/in/anushka-j-shah/>

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Advanced VFX**Dhruv Kodange**

I am an Environment Modeler with experience in Texturing. I specialize in Low Poly Models along with Prop Models and use Maya to create my Models and Substance Painter for Texturing. I am proficient in Unreal Engine, Substance Designer and Photoshop. I love playing video games in my free time and play a few of them Competitively.

<https://www.linkedin.com/in/dhruvkodange/>

Diego Manuel Zarrabe Ricoy

I am a Lighting and Compositing Artist with an Interactive Design background and a passion for music, photography, video games, and films. I am intrigued by how powerful lighting is when telling a story and I completely love it!

<https://www.linkedin.com/in/diego-manuel-zarrabe-ricoy/>

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Advanced VFX**Divas Kaushik**

I am Divas Kaushik, an enthusiastic international student originally from India, currently pursuing my dreams in the vibrant city of Vancouver, Canada. Passionate about the creative industry, I have chosen visual effects as my career path, where I can unleash my artistic skills and bring imagination to life. Apart from my studies, I have an unwavering love for traveling, constantly seeking new places to explore and immersing myself in different cultures. One of my amusing hobbies includes going on hikes that I end up regretting, but they always make for great stories! With an insatiable curiosity and a deep appreciation for creativity, I am excited to leave my mark in the world of visual effects.

<https://www.linkedin.com/in/divaskaushik>

Jaimin Girishkumar Patel

As a recent graduate in Visual Effects from KPU, I am driven and enthusiastic about pursuing a career as an FX artist. Through my extensive experience as a freelancer, I have refined my abilities to craft visually striking and captivating content. I excel in seamlessly collaborating with clients and consistently meeting project milestones within challenging timeframes. Moreover, my engineering background enriches my comprehension of technical concepts associated with simulations, including temperature, velocity, and density.

www.linkedin.com/in/jaimin-patel-lalvot

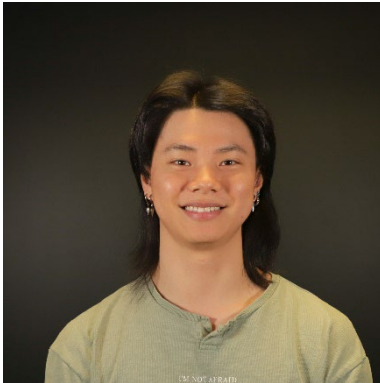


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Advanced VFX

Jianghang Wei



My name is Jianghang Wei, and I have a deep love for science fiction films, which led me to pursue studies in Visual Effects. In my daily life, I find great joy in cooking and staying fit through regular exercise. Additionally, I have a passion for extreme sports, as they infuse my life with excitement and a zest for living.

<https://www.linkedin.com/in/jianghang-wei/>

Maria Merkulova



Hello, I am Maria. I came from Russia to Vancouver to study in High School in 2018 and stayed ever since. After my graduation, I was looking at what I should study for my future career. I always was passionate about movies and what is happening behind the scenes, so this is what I chose to be my career path.

<https://www.linkedin.com/in/mariamerkulovavfx/>



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Advanced VFX

Mikel Alberto Estrada Pinera



Since my young age I knew I wanted to be a creator, I knew I wanted to be a part on the magical world on movies, I am really thankful on my life, that has let me pursue my passion and has given me all the great opportunities I have had , and today , finally I am every day closer to achieve my dream .

I studied Animation, and a specialty on graphic simulators in Mexico and I came to Canada to continue my immersion in this industry.

www.linkedin.com/in/mikelestradapinera

Rajett Rajeev Nair



I am someone who has always been inspired by movies and series and what goes behind the making of these amazing stuff and that is the reason why I changed my currier from an engineer to an artist. I came to Vancouver to peruse my career as a match move artist. I have always wanted to learn and develop the side of me that loves art and illustration and I do anything to achieve this goal of mine.

www.linkedin.com/in/rajett-rajeev-nair



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Advanced VFX

Rhea Ram



Moving from Mumbai, India in 2022, I came to Vancouver to pursue my career as a Composer to fulfill a childhood dream of mine. Bringing dreams and wild fantasies to life is something I've always wanted to do and will do anything to achieve that goal. I'm very passionate about my art and hope to showcase that passion through my work.

<https://www.linkedin.com/in/rhearam/>

Tirthkumar Mangukiya



I am a dedicated lighting artist known for my hard work, passion, and punctuality. With a meticulous approach, I bring scenes to life through the interplay of light and shadow. Films are my lifelong passion as both a viewer and creator. Embracing every moment, I find joy in outdoor activities, drawing inspiration from nature's beauty. Thriving on challenges, I strive for excellence in my craft. As a lighting artist, I create captivating visual experiences that leave a lasting impact. I am driven by the opportunity to bring stories to life through the art of light.

<http://www.linkedin.com/in/tirth-mangukiya>

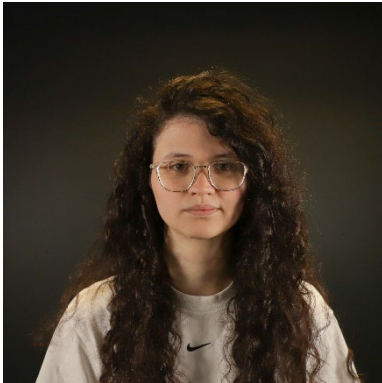


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Advanced VFX

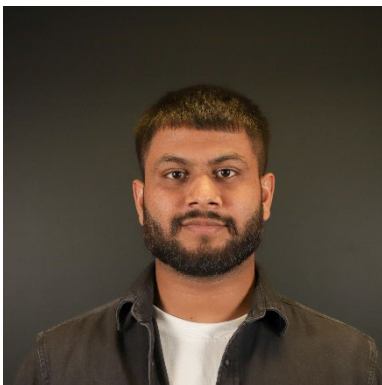
Valentina Cardona Uribe



Junior 3D Artist with an interest in modeling, surfacing, and lighting. Who also has a design background and the ability to adapt to different environments and work as a team; Characterized as being responsible, friendly, and dedicated to every task, always looking to see them through.

<https://www.linkedin.com/in/valentina-cardona/>

Vishal Bhukkal



I am a creative artist specializing in compositing, clean up, and lighting. Originally from India, I have found my creative calling in Vancouver. I have dedicated myself to perfecting my skills in these crucial aspects of visual effects (VFX). My expertise lies in seamlessly integrating digital elements, refining visual elements, and creating lighting effects. With a keen eye for detail and a passion for pushing boundaries, I consistently deliver exceptional work. My artistic vision and technical prowess have earned my recognition in the dynamic world of VFX, where I continue to create immersive visual experiences that captivate audiences.

<https://www.linkedin.com/in/vishal-bhukkal>

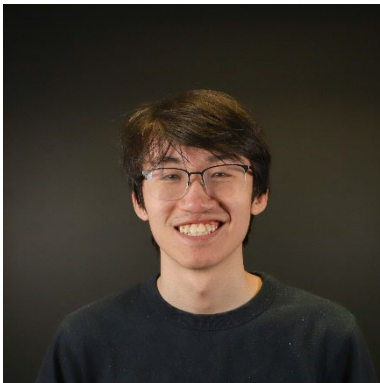


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ENTERTAINMENT ARTS - CLASS OF 2023 SUMMER

Advanced VFX

Yui Hei Lee



Hello! I am a lighting/compositing artist who is currently in the process of learning how light and color interact with our surroundings. My goal is to deepen my understanding of these elements to enhance my craft. I firmly believe that dedication and curiosity are essential qualities for any aspiring artist to achieve success.

<https://www.linkedin.com/in/felixlee-/>

Nia Budhiaty



Driven by my deep fascination for animated films and fantasy/sci-fi genre movies, my path unfolded towards embracing my true passion in Compositing. With initially spending a year in a business college, I then convinced myself to pursue my passion and continuously striving to broaden and enhance my skills. Learning from all the talented people around me – mentors, instructors, friends, and the ever-evolving movie industry.

<https://www.linkedin.com/in/nia-budhiaty/>



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Advanced VFX

Chirag Deswal



Chirag Deswal has spent the last 12 years researching and practicing all aspects of filmmaking; from script writing, dialogue writing, acting, direction, cinematography, producing, music production and post production Visual Effects. Extremely passionate about making films and telling stories, Chirag wants to work as a lighting artist for the near future and gain experience in ads and tv shows and hopefully feature films.

<https://www.linkedin.com/in/chirag-deswal/>

Ayush Kakkar



Originally from India, I ventured to Vancouver, BC to pursue my passion for the visual arts. Alongside my studies, I enjoy indulging in my hobbies of Photography and Cinematography. With a sharp eye for detail and a boundless creative spirit, I strive to push the boundaries of visual storytelling. My journey has just begun, and I'm excited to make a lasting impact in the world of visual effects.

<https://www.linkedin.com/in/ayushkakkhar>



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Advanced Game Development

Abhay Venugopal



I am a level designer with a focus in mission design and game design. I bring with me experience in Unreal and unity, 3D modelling, texturing, cloth simulation and project management.

I love immersive sim games!! <3

<https://www.linkedin.com/in/abhay-venugopal-9553b3185>

[Portfolio Link](#)

Arun Kurian



Fresh Blood! Straight off the assembly line. Ready To design some fun games and shoot out creative Ideas.

I am a Gameplay Designer with expertise on making games in Unreal and Unity. Love dropping fast prototypes of cool and fun ideas. I love playing games and streaming too, my favorite hobby apart from coming up with new game ideas is to edit my live streams and post videos.

<https://www.linkedin.com/in/arun-kurian-3a3957179/>



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Advanced Game Development

Chrispaul Alias



I'm a passionate intermediate 3D designer constantly seeking growth and learning. With a solid foundation in modeling, texturing, and rendering, I bring attention to detail and creativity to every project. I collaborate effectively with clients, translating their visions into captivating 3D visuals. I'm committed to staying at the forefront of the industry, driven by my passion and desire to improve.

<https://www.linkedin.com/in/chrispaul-alias-3b69b71b8/>

Joshua Rajkumar Sethupathi Pandian



Hello, I'm Joshua, a passionate artist with a fusion of art and technology. I have honed my abilities to leverage software tools like Maya, Unreal Engine, Unity, and Adobe Creative Suite. My greatest strengths lie in tackling intricate technical obstacles, working seamlessly with diverse teams, and consistently delivering exceptional outcomes even under demanding time constraints. I am currently seeking new opportunities to apply my artistic prowess and technical expertise to exciting projects that challenge conventional boundaries.

<https://www.linkedin.com/in/joshua-raj-kumar-01610a68>

[Portfolio Link](#)

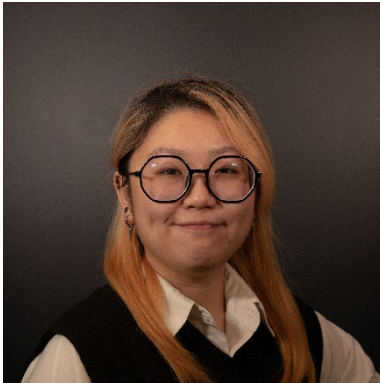


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ENTERTAINMENT ARTS - CLASS OF 2023 SUMMER

Advanced Game Development

Lara Lai



I'm a Game Designer who enjoys creating systems, rules of the game and gameplay designs. I also enjoy showing world building and character creation through 2D art for games I've designed.

<https://www.linkedin.com/in/lara-lai-0bb26820a/>

[Portfolio Link](#)

Parinith Pradeep Kumar



I, Parinith Pradeep Kumar, am a passionate and skilled student of Advanced Game Development, currently pursuing a Diploma at KPU. With a specialization in 3D animation and a degree in 3D Animation and VFX, I am well-equipped to bring my expertise to the table. Proficient in Unreal Engine, Blender, Maya, and the 3D production pipeline, I excel in Technical Art and environment creation. As a Rookie Technical Artist/Environment Artist, my goal is to contribute to a collaborative team and create immersive gaming experiences. I am eager to apply my skills and make a meaningful impact in the gaming industry.

<https://www.linkedin.com/in/parinith-p/>



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ENTERTAINMENT ARTS - CLASS OF 2023 SUMMER

Advanced Game Development

Sinan Bakkaloglu



3DArtist - Game Developer - Physicist

Welcome to my portfolio. I am Mjolnir, gaming enthusiast, 3D artist, and game developer.

I specialize in 3D hard-surface modelling and hypercasual game publishing, but I am also a generalist more than capable in sculpting, texturing, technical art, and C# programming.

<https://www.linkedin.com/in/sinan-bakkaloglu1/>

[Portfolio link](#)

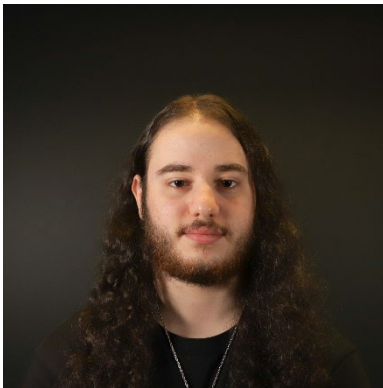
Victor Manuel Diaz Leites



I am a game programmer with a passion for creating immersive and engaging games for various platforms. I have over 6 years of experience working with Unity and Unreal engine, developing games, tools, mobile apps, and XR applications. I have a strong knowledge of game design, programming languages, and game engines. I enjoy experimenting with different mechanics and finding new ways to make games fun and accessible for everyone.

<https://www.linkedin.com/in/victor-diaz-66997435/>

ENTERTAINMENT ARTS - CLASS OF 2023 SUMMER

Foundation in Entertainment Arts**Adam Saddik**

I am Adam Saddik, and I am interested in exploring as many different genres of art as I can. Though I have a more keen interest in 3D character modeling/animating, or 3D modeling in general. I am fairly skilled in Zbrush, with hopes of mastering Blender. I enjoy the sculpting process, and hope to improve my skills, while also working with like-minded individuals.

https://drive.google.com/drive/folders/1AQSoFpMCCOimYgg7smgQ_G5SoNRJXQO9?usp=drive_link

Alexis Lim

My name is Alexis Lim, and I am passionate about designing, storyboarding, and character concept art. I specialise in creating illustrations with visuals such as understanding the value of colour, contrast, balance, emphasis, proportion, pattern and the variety of unity when it comes to design and development. I love using my creativity of freedom to express a story with pleasing visuals. I enjoy doing the process when it comes down to brainstorming new ideas, as well as collabing thoughts and opinions with group projects among other people. I'm both skilled in digital art and traditional art. The software I use is Photoshop and FireAlpaca as my drawing programs. I'm open to learning new things when it comes to the art industry to create storytelling elements.

https://www.canva.com/design/DAFofKovzNI/M8aZ8gGMTv9HB09_V_IDlw/view?utm_content=DAFofKovzNI&utm_campaign=designshare&utm_medium=link&utm_source=publishsharelink

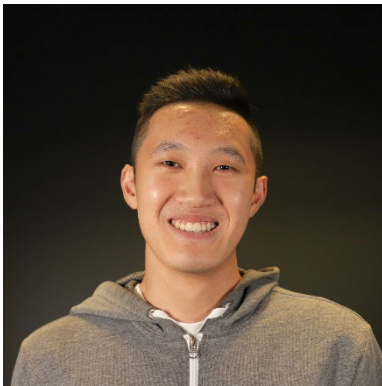


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Foundation in Entertainment Arts

Carter Deer



My name is Carter, I am in the Foundations Program at KPU. I am interested in VFX, Sculpting, and Photography. I am hardworking, adaptable, and eager to learn new skills whether it is in this field or not. I hope to someday work in the VFX field for the Entertainment Industry.

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Daniel Fresán Jiménez



My name is Daniel Fresan, and I'm a graduate from the Foundation in Entertainment Arts program. Currently, I'm pursuing the Advanced Game Development program. One thing that I particularly enjoy is character design. I find great satisfaction in bringing characters to life and crafting their unique narratives. I am interested in the art of storytelling, both through characters and environments. My goal is to improve my artistic and storytelling abilities by exploring diverse mediums and techniques.

https://thecea-my.sharepoint.com/:b:/g/personal/fd06daniel_thecea_ca/EbkLSJAfKCpBrz3ovHp30fgBcTXylLnm8k4sDOngfaNbSQ?e=iIBsQo



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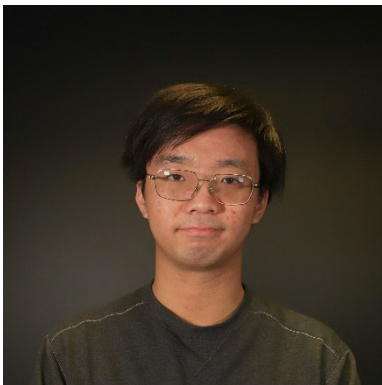
Justice Palframan



My name is Justice Palframan, and I'm a student KPU with a passion on working to improve my studies in character design and concept art. I'm a graduate from the Foundation in Entertainment arts program and am pursuing the game development program. I am interested in the art of game design, both through environment designs and character designs. My goal is to continue improving my artistic abilities and explore diverse mediums and techniques and bring things from my imagination to life.

<https://www.instagram.com/orezoap/>

Jacob Chu



My name is Jacob Chu and the field i am most interested in is 3D modeling. I have been modeling and sculpting for my entire life, mostly working with physical mediums like clay, and anything i could get my hands on. I have previously used 3DS max, solidworks and maya, and now started using blender and ZBrush.

https://www.instagram.com/kavaal_of_tanzanite/



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Foundation in Entertainment Arts

Jithin Joseph



I am Jithin Joseph, a graduate of a foundation program. My passions lie in video editing, sculpting, and drawing. Currently, I find immense joy in using Zbrush, where I can channel my creativity into crafting both creatures and humans. My ultimate aspiration is to achieve my goals by embracing the power of creativity.

https://www.instagram.com/j_craft_j/

Maira Alejandra Gelacio Jimenez



My name is Maira Alejandra Gelacio Jimenez and I study a Foundation in entertainment and arts who really enjoys drawing and sculpting! I am from Colombia and plan to study 3D animation and 3D Sculpting. I am hard worker and adapt fast to any situation!! Most of all I am here to help others to improve, to different approaches in drawings. I am always willing to help me and learn.

[@maira_gelacio_artworks | Instagram](#)



KWANTLEN POLYTECHNIC UNIVERSITY

ENTERTAINMENT ARTS - CLASS OF 2023 SUMMER

Foundation in Entertainment Arts

Michael Weng



My name is Michael Weng, and my main interests in the form of art would be concept art, along with 2d arts, 3d sculpting, and animation, just to name a few. Currently, I'm proficient and interested in Adobe Photoshop, ZBrush, and several hand-drawn drawing techniques. With determination, faith, and perseverance, I hope to fulfill my goals through creativity and keep moving forward when my future is still bright and sunny.

<https://www.linkedin.com/in/michael-weng-b50100221/>

Pang Yu Hei (Kioko)



My name is Pang Yu Hei (Kioko) and I am a graduate in the Foundation program in Center of Entertainment Art. I am planning to move on to the 3D animation and 3D modeling program. I enjoy doing character designs and sculpting. I am also interested in storytelling with characters, light and storyboards. I am here to seek for improvement my art skills and experimenting with different medias and approaches to storytelling.

https://instagram.com/kioko_misasa04

<https://acrobat.adobe.com/link/review?uri=urn:aaid:scds:US:8cc52a3c-3e22-354b-94e0-d107fc7e6d04>