

# Dhara Pancholi

Phone: 5879371004

Email: dpanch1097@gmail.com

[https://dhara\\_pancholi.artstation.com/](https://dhara_pancholi.artstation.com/)

---

## SUMMARY

Enthusiast 3d artist focused on character and prop modelling, texturing, designing and animating. I am also into creation of environments and scenes inspired from illustrations. Possess keen interest in art and related projects, which helps develop skills. Dedicated to work, quick learner and welcoming attitude when it comes to accepting new things.

## EXPERIENCE

### **Sales Representative**

**Rogers**      *Oct 2022- Mar 2024*

- Communicate with customer and guide them in case of confusion
- Explain them different phone and internet plans
- Selling phones, TV, and internet

### **Food Supervisor**

**Red Swan Pizza**      *Aug 2021- Oct 2022*

- Being store supervisor, I monitored the inventory intake and cash management.
- Maintained cleanliness and quality of food.
- Worked in fast paced and multi-tasking environment.

### **Volunteer 3D animator**

**Cognitive Projections**      *May 2021 - Aug 2021*

- As part of MenEdmonton project I helped in developing human characters and their animations for VR application.
- Created animations using Blender, along with sound and rendering them in Unity 2020.
- Designed a subway scene as per project's requirement, and added few diverse human 3d models processed via MakeHuman and Blender tools.

### **Research intern**

**University of Alberta**      *S e p 2020 - Apr 2021*

- Researched on X-rays, CT scans of cancer patients and extracted information of these DICOM images for a VR application.
- This application consisted the 3D models of DICOM images which were rendered in Slicer tool while the application was developed in Unity 2019 version.
- The application was a unique display of different body parts, whose model when touched in VR played a sound track. This sound track was the information that was extracted.

## **EDUCATION**

### **Bachelor of Computer Engineering**

**Gujarat Technological University**    *Jul 2015 - Jun 2019*

### **Masters in computing science, Multimedia**

**University of Alberta**    *Sep 2019 - Apr 2021*

### **Immersive Diploma in 3D Animation and visual effects**

**Pixel Blue College**    *Apr 2024 – Sept 2024*

## **SKILLS**

- Maya
- Adobe Substance painter
- Adobe photoshop
- Zbrush
- Blender
- Unity
- Unreal