

Dhara Pancholi

3D Artist



Passionate 3D artist expertise in character and prop modelling, texturing, design, and animation. I am skilled in creating immersive environments and scenes, drawing inspiration from illustrations. I have a keen interest in art and creative projects, continuously brushing my skills. Committed, quick to learn, and open to embracing new challenges.

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SKILLS

- Autodesk Maya 2025.2
- Adobe 3D Substance painter
- Adobe Photoshop
- Maxon ZBrush
- Unreal Engine 5
- Blender
- Unity 3D Engine 2020

EDUCATION

Diploma in 3D Animation and visual effects

Pixel Blue College, Edmonton, AB *Apr 2024 - Sep 2024*

Masters in computing science, Multimedia

University of Alberta, Edmonton, AB *Sep 2019 - Apr 2021*

Bachelor of Computer Engineering

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

EXPERIENCE

Volunteer 3D animator

Cognitive Projections *May 2021 - Aug 2021*

- Contributed to developing human characters and animations for a VR application in the MenEdmonton project. Animations were created in Blender, with sound integrated and rendered using Unity 2020.
- Contributed in designing a subway scene based on project requirements, incorporating diverse 3D human models processed through MakeHuman and Blender.

Research intern

University of Alberta *Sep 2020 - Apr 2021*

- Researched medical imaging data, including X-rays and CT scans, to extract detailed 3D information for use in a VR environment.
- Translated complex DICOM images into 3D models, utilizing Slicer and Unity 2019 to develop interactive visualizations and created a user-friendly VR experience where each 3D model, when interacted with, provided educational audio feedback based on the extracted data.
- This project honed skills in 3D modeling, data visualization, and VR development.

CUSTOMER SERVICE EXPERIENCE

Sales Representative

Rogers *Oct 2022 – Mar 2024*

- Provided clear communication and guidance to customers, resolving issues and offering tailored solutions. Explained complex telephone and internet plans in a simple, easy-to-understand way.
- Developed strong sales skills by matching customers with suitable phones, TV, and internet services to meet their needs while ensuring a positive customer experience.
- These experiences strengthened problem-solving, communication, and customer-focused skills transferable to the 3D industry.

Food Supervisor

Red Swan Pizza *Aug 2021 – Oct 2022*

- As a store supervisor, managed inventory intake and cash handling, ensuring accuracy and efficiency.
- Maintained high standards of cleanliness and product quality in a fast-paced environment and developed strong multitasking, leadership, and organizational skills, which can also be implemented for 3D projects and workflows in a dynamic, creative industry.