

DHWANI CHANDRASEKAR

dewawaika@gmail.com | dhwanistudios.com

EDUCATION

Ringling College of Art and Design

BFA Game Art | Expected 2027

The Academy of Fine Arts

Part-time Art Education | 2013–2023

Subject Award in Art – Uta Schaerf, European School of Mol, 2023

SKILLS

Maya | ZBrush | Substance Painter | Substance Designer | Unreal Engine 5 | Photoshop

PROJECTS

Bound – South Asian Environment <https://dhwanistudios.com/biome-project>

Maya, ZBrush, Substance Painter, Substance Designer, UE5, Photoshop

Collaborative environment project featuring South Asian-inspired architecture and landscapes. Modeled, textured, and assembled the first half of the game environment. Realistic style.

War Fan Weapon – Stylized Prop <https://dhwanistudios.com/weapon-concept>

Maya, ZBrush, Substance Painter, UE5

Stylized weapon prop with Maya animation and UE5 VFX. Includes full process documentation from concept to final render.

Player Character – Stylized Character <https://dhwanistudios.com/concept-art>

Maya, ZBrush, Substance Painter, UE5

Stylized character design created using Maya, Zbrush, Photoshop, Substance Painter, Substance Designer and UE5. Includes full process documentation from concept to final render.

EXPERIENCE

Autodesk Student Ambassador

2024–Present

Create educational content, teach software workshops, represent Autodesk at events, and coordinate event logistics.

ADDITIONAL

Languages: English (Native), Dutch (Professional), French (Conversational), Tamil (Conversational)