ALVIN L. SENYAHAN

Professional Development Instructor

3D Rigging and Python

ALVIN L. SENYAHAN learned to sketch and paint at an early age, taking a particular interest in still-life and landscape. He started out his career as a practicing licensed Civil Engineer, providing 3D engineering, design and modeling services. He soon became interested in visual effects, and left engineering to pursue this profession along with 3D modeling, character rigging, animation and compositing. While studying animation at Centennial, he was scooped up by CORE studios. Since then, he has worked in a number of studios, including Gallus Entertainment (3D modeler/rigger), Optix Digital (3D generalist), Soho Vfx (3D generalist), Sinking Ship Entertainment (3D effects lead, 3D generalist, rigging), and Guru Studios (3D Rigger). He's worked on a wide range of productions including commercial ads, TV series and feature films.