

FRIDA DING

Look Development Artist | 3D Generalist | Prop Modeling

INFORMATION

E-mail

fding998@gmail.com

Language

English | Cantonese | Mandarin

fridading.com



[LinkedIn](#)

SKILLS


System

- Windows
- Linux




Modeling

-  Maya
-  Unreal Engine 4

Sculpting

-  Zbrush

Texturing

-  Substance Painter
-  Substance Designer
-  Mari

Lighting/shading

-  Arnold
-  Redshift



Compositing

-  Nuke

Adobe Suite

-  Adobe Photoshop
-  Adobe Illustrator
-  Adobe After Effects
-  Adobe Premiere Pro

Others

-  Shotgun
-  Magicle Voxel
- Digital painting
- Drawing
- Painting

EDUCATION

2021 Spring

Women in Animation Mentorship Circle

Mentor: Pramita Mukherjee-Senior CFX Artist in Dreamworks Animation

2017-2021

School of Visual Arts, BFA Computer Art — (Graduated), New York

EXPERIENCE

2022

HOPR: 3D Artist

- Prop Modeling
- Prop Shading

2021-2022

Nathan Love: 3D Artist

- Prop Modeling
- Prop Shading

2021

Hornet: 3D Artist

- Prop Modeling
- Prop Shading
- Asset Management

2021

Nickelodeon JR: Lighter/Compositor

- Lighting
- Compositing

2021

Molecule VFX: 3D artist

- Prop modeling
- Procedural shading
- Lighting

2019 October

Animation Nights New York's Fourth Annual Best of Fest : Volunteer

- Entrance front desk
- VR assistant

AWARDS

2021

Women In Animation 2020-2021 Scholarship Honorable Mention

2021

BFA Computer Art Sound Grant

2020 Spring

High Term Honors

2020 Summer

Animation Educators Forum 2020-21 Academic Year Scholarships Winner

COLLABORATION

2020-2021

Apes in the Finery (2021) by Frida Ding, Tianji Ynag, Haijing Lin
Character Texturing, Environment modeling + texturing, lighting, comping

2020

A-Part from the Rest (2020) by Benjamin Freedman
Character Texturing

2019

The Act (2019) by Ashley Williams, Dominique Boykin, Cindy Mora, Victoria Carolina
Modeling, texturing, lighting, rendering

2019

Metabolic (2019) by Jean Kim, Marisa Brungard
Props texturing