

# FRIDA DING

3D Artist | Modeling | Texturing/Shading | Lighting

## INFORMATION

### E-mail

fding998@gmail.com

### Language

English | Cantonese | Mandarin

[fridading.com](http://fridading.com)

[LinkedIn](#)


## SKILLS

### System


- Windows
- Linux

### Modeling/Layout

 Maya

 Unreal Engine 4

### Sculpting

 Zbrush

### Texturing

 Substance Painter

 Substance Designer

 Mari


### Lighting/shading

 Arnold

 Redshift

### Adobe Suite

 Adobe Photoshop

 Adobe Illustrator

 Adobe After Effects

 Adobe Premiere Pro

### Others

 Shotgun

 Magicle Voxel

- Digital painting
- Drawing
- Painting

## EDUCATION

2017-2021

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

## EXPERIENCE

2022

HOPR: 3D Artist

- Project:
  - Google's I/O 2023
  - Chrome Summit 2022
  - Firebase Summit 2022
  - Google's I/O 2022
  - Flutter Forward 2022

- Modeling
- Shading and Texturing
- Lighting

2021-2022

Nathan Love: 3D Artist

- Project: Animation/Game-Nick Noggin
- Prop Modeling
- Shading

2021

Hornet: 3D Artist

- Project: Commercials-Kroger
- Prop Modeling
- Prop Shading
- Assets Management

2021

Nickelodeon JR: Lighter/Compositor

- Project: Animation Short-Nick Noggin
- Lighting
- Compositing

2021

Molecule VFX: 3D artist

- Project: TV-Feathers
- Prop modeling
- Procedural shading
- Lighting

## 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