

# FRIDA DING

3D Artist | CG Generalist | Lighting | Texturing/Shading | Modeling

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## EXPERIENCE

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### 3D Artist | Memory Weaving Game Project | 2024 - Present

Worked on a collaborative video game project with a 10-person team. Creating 3D **characters** and **environmental props**. Modeled and textured them with **Maya** and **Substance Painter**. Implementing lighting and effects to enhance the atmosphere with **Mega Light** and **Niagara System**.

### CG Generalist | Nathen Love | 2025

Worked on the Pokémon World Championships 2025 Opening film made in Maya with **Arnold Toon Shader**. Created toon lines for **characters** using **Arnold Flare** and textured assets to match client-specified color palettes. Modeled **props** and converted them from game assets into feature production-ready assets.

### CG Generalist | HOPR Studios | 2022-2024

Contributed to high-profile Google projects, crafting characters and props tailored to client specifications. Projects included animation shorts, mobile games, web content, and promotional materials.

- . Modeled 3D **characters** and **props** from 2D specifications, ensuring consistency across **realistic** and **stylized** aesthetics.
- . Created **seamless textures** (tileable, hand-painted, UV-based, hyper-realistic) and optimized **procedural** and projection-based shaders to enhance visual quality.
- . Delivered lighting using **Redshift** and **Arnold**.

### CG Generalist | Nathen Love | 2021-2022

Worked on a project for Nickelodeon Noggin. Made **stylized props**, including indoor and outdoor furniture.

### CG Generalist | Hornet Studios | 2021

Created props for Kroger commercials, focusing on various **furniture** pieces such as light fixtures, chairs, and more.

### Lighter/Composer | Nickelodeon Junior | 2021

Worked on a Nick Noggin project, adjusting **lighting** and re-rendering shots for an animated short music video. Cleaned the render pass in **After Effects**, ensuring high-quality final visuals.

## SKILLS

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**Software:** Maya, Unreal Engine, Zbrush, Substance Painter, Substance Designer, Arnold, Redshift, Adobe Suite

**Language:** English, Cantonese, Mandarin

**Creative:** digital painting, character design, props design

## Awards

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**Animation Studio Festival 2024:** Best 3D; Best Story

**Accolade Global Film Competition 2024:** Winner - Award of Excellence Animation

**South Film and Arts Academy Festival 2024:** Best Animation Short Film

**Palm Springs Animation Festival 2024:** Official Selection

## EDUCATION

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School of Visual Arts, Bachelor of Fine Arts, Computer Art