

FRIDA DING

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

Scholar | Lookdev/Lighting Artist | 2026

- ExtraMile2026 Brand Campaign. Responsible for main **product look development**, a hero **environment texturing and shading**, and a shot lighting in Maya and **Redshift**. Developed materials and color palettes aligned with **brand guidelines**. Refine assets and lighting based on feedback from supervisors and clients.

Nathen Love | CG Generalist | 2025

- Pokémon World Championships 2025 Opening film made in Maya with **Arnold Toon Shader**. Created character toon lines with **Arnold Flare**, developed textures for multiple characters aligned with client specifications, and transformed game assets into production-ready props. Worked closely with the Lead Artist to ensure assigned tasks were completed efficiently and met project quality standards.

HOPR Studios | CG Generalist | 2022-2024

- Contributed to multiple high-profile Google projects, crafting characters and props tailored to client specifications. Projects included animation shorts, mobile games, web content, and promotional materials. Collaborated with the team to produce high-quality projects that aligned with creative direction and project requirements.

- . 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**.

Nathen Love | CG Generalist | 2021-2022

- Nickelodeon Noggin Kids Choice Awards Animation Short. Created **stylized props**, including indoor and outdoor furniture.

Hornet Studios | CG Generalist | 2021

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

Nickelodeon Junior | Lighter/Compositor | 2021

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

ADDITIONAL EXPERIENCE

LexPlay | Merchandise Designer | 2026

- Designed merchandise **graphics** for a YouTube creator, developing **brand**-aligned concepts and promotional materials for **social media campaigns** while collaborating directly with the client to refine and deliver final assets.

SKILLS

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

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

Awards

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

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