

# ANDREW DING

## VISUAL DEVELOPMENT • ILLUSTRATION

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### EXPERIENCE

**Visual Development Artist** — *Death Finds Life* 2D Animated Short Film | September 2025 – Present

- Design 2D background layouts in Adobe Photoshop, referencing shots from the film animatic.
- Line and color background art in Photoshop.
- Correspond with director and visual development lead over Discord and Syncsketch.

**Lighting and Compositing Artist** — *Sticky Fingers* 3D Hybrid Short Film | January 2026 – Present

- Assemble scene files in Maya referencing assets from animation and modeling teams, and light scene in Maya using Arnold renderer.
- Composite lit 3D animation over live-action background plates in Nuke.
- Correspond with directors and producer over Discord and Syncsketch, and collaborate with animators to ensure film production pipeline runs smoothly.

**Background Artist** — *Lukso Ng Dugo* 2D Animated Short Film | February 2025 – March 2025

- Composed 2D backgrounds from rough layouts in Adobe Photoshop, establishing lineart based on the film's style guide.
- Corresponded with art director and producers over Discord and Syncsketch.

**Background Artist** — *Rumination* 2D Animated Short Film | December 2024 – January 2025

- Established a 2D background in Adobe Photoshop by adding line art, color, and lighting.
- Corresponded with art director over Discord and Syncsketch to ensure background adhered to the film's aesthetic.

**Artist** — *The Hill* Graphic Novel | December 2023 – March 2024

- Developed a page of a graphic novel in Adobe Photoshop from a pre-made storyboard by creating the base drawing, inking it, and adding color and lighting.

**Teaching Assistant** — San José State University | January 2024 – May 2025

- Provided personalized critiques and draw-overs to individual students, identifying common mistakes in graphite renderings, figure drawings, and gouache paintings; guiding them toward more effective visual communication.
- Demonstrated structural drawing and gouache painting techniques.
- Monitored an online student server and participated in weekly TA virtual office hours.
- Recorded assignment submissions via Google Drive and sorted assignments for grading.

**Art Instructor** — Self-Employed | June 2023 – October 2023

- Conducted private art lessons for students in grades eight and nine, introducing foundational artistic principles such as light, perspective, and observational drawing.
- Assigned regular study from life in a sketchbook, individual homework exercises, and a multi-week rendering project to bolster students' understanding of basic principles.

**Online Shop Manager** — CarefulCactus | February 2024 – Present

- Address customer orders via Etsy; size and print out ink illustrations; package and mail prints for shipping.
- Track shop inventory for limited edition prints and maintain listings for both digital and physical prints.
- Negotiate with customers regarding custom orders and replace lost or damaged shipments.

### EDUCATION

**San José State University** | Fall 2022 – Present

BFA, Animation & Illustration | Expected Graduation May 2027

### SKILLS

**Software:** Photoshop, Illustrator, InDesign, Premiere Pro, Toon Boom Harmony, Maya, Substance 3D Painter, ZBrush, Blender, Nuke, Procreate, Google Suite

**Artistic:** Painting, Illustration, Character Design, Environment Design, Prop Design, Color Scripting, 3D Modeling, 2D Animation, CG Lighting, Compositing, Graphic Design

### AWARDS

**Booooooom Illustration Awards Longlist** | February 2026

- Selected from over 8,000 submissions to have an artwork placed on a list of 200 images.