

ANDREW DING

VISUAL DEVELOPMENT • ILLUSTRATION

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EXPERIENCE

Technical Director & Visual Development Artist — *The Legend of Orro* Animated Music Video | [March 2026 – Present](#)

- Adapt CG industry protocols toward creating a 2D/3D hybrid short film by developing file naming conventions and a standardized file directory structure; train and assist artists in using Google Drive for desktop to real-time synchronize files to a shared drive; problem-solve across all departments to optimize shot production and editing in Maya, Nuke, and Premiere Pro.
- Collaborate with directors to outline production initiatives and team roles in TeamGantt and Google Sheets during early pre-production.
- Design and/or iterate on characters, environments, props, and color script, incorporating feedback from directors and visual development lead on Syncsketch.
- Lead lighting and compositing using Arnold renderer in Maya and Nuke.

Background Artist — *Death Finds Life* 2D Animated Short Film | [September 2025 – May 2026](#)

Lukso Ng Dugo 2D Animated Short Film | [February 2025 – March 2025](#)

Rumination 2D Animated Short Film | [December 2024 – January 2025](#)

- Designed 2D background layouts in Adobe Photoshop, referencing shots from the film animatic.
- Lined and colored background art, ensuring product matched each film's style guide and color script.
- Corresponded with directors, visual development leads, and producers over Discord and Syncsketch, and organized personal files on the team Google drive according to production protocols.

Lighting & Compositing Artist — *Sticky Fingers* 3D Hybrid Short Film | [January 2026 – May 2026](#)

- Assembled scene files in Maya, referencing assets from animation and modeling teams, and lit scene in Maya using Arnold renderer.
- Composited lit 3D animation over live-action background plates in Nuke.
- Corresponded with directors and producer over Discord and Syncsketch, and collaborated with animators to ensure film production pipeline ran smoothly.

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

PROGRAMS

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

AWARDS

Booooooom Illustration Awards Longlist | [February 2026](#)

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