Hao Ding

I am Hao Ding, a concept artist currently working at Activision. After graduating from Art Center College of Design and entering Activision as through an intern program during 2022, I worked as a contractor for them for a few months, and was converted to full-time at 2023. I have been working on Call of Duty titles since then. The titles I have participated in are: Call of Duty MW2, MW3 and BO6, as well as a lot of seasons of Warzone.



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