

Erin Leung

Based in HK Tel.: +852 62988062 mail: erinleung.yc27@gmail.com [Connect via LinkedIn](#)

CG generalist

Ambitious and committed CG generalist, versatile in the CG pipeline and integrates strong organisational and team management skills to bring creative visions alive through collaboration and problem-solving. Worked on multiple films including CG, 2D and hybrid projects, gaining extensive experience to adapt to different workflows. Highly dedicated with strong self-motivation to deliver quality work within a time frame.

Key Skills

Autodesk Maya	Unreal Engine	Visual storytelling
Adobe After Effects	CG Rigging	CG lighting and rendering
Adobe Photoshop	Adobe Premiere Pro	Adobe Character Animator
3D Substance Painter	Adobe Animate	Nomad Sculpt
CG modelling and texturing	Project management	Toon Boom Harmony
Z Brush	Adobe Illustrator	Toon Boom Storyboard Pro

Production credits/ Showreel & Portfolio Links

[The Boy and the Goldfish \(2025\)](#) | Director and producer

[Animazing Toys](#) | Lead Animator

[Skogg and the Fireflies \(2024\)](#) - Finalist, Horsham Film Festival | **CG character animator**

[Henry the Houseplant \(2024\)](#) - Semi-finalist, Big Fridge International Film Festival | **CG character animator**

[The Myth of the Cave \(2024\)](#) - Official selection in 21 Islands International Short 2024, First Hermetic International Film Festival and Two Short Nights 2025 | **2D effects animator**

[Toot! \(2024\)](#) | **Storyboarder, CG animator, CG prop modeler, Sound designer, Composer**

[Soft Toys \(2024\)](#) - Official selection, Human Threads Film Festival 2024 | **2D effects animator**

Portfolio link: <https://erinleung227.wixsite.com/mysite>

Showreel: https://youtu.be/TN64-YBF_vQ

Career summary

Animazing Toys (Anibotics Ltd.)

Feb 2024 - present

Lead Animator

- Delivering 4 animated episodes with a total of 16 minutes including development of storyboard, background art, concept art, graphic assets, character rigs using Character Animator, After Effects, Illustrator, Photoshop and Premiere Pro
- Leading a team of 3 animators to meet deadlines, ensuring the production pipeline is feasible and achievable within the limited time frame, overseeing file management
- Creating character rigs and resolving technical issues related to character rigging
- Adapt to script and audio changes in animation
- Collaborating with animators through weekly meetings to track progress and technical difficulties
- Proactively promoting the Animazing Toys experience to potential customers during promotional events, demonstrating motion capture animation to an audience

Development work: Tom Jobbins (Studio Nom)

Jul 2025 – Aug 2025

CG Sculptor

- Successfully modelled and textured a character based on character turnarounds under tight deadline
- Modelled basic form of a character in development in Maya
- Refined details and added textures in Nomad Sculpt
- Textured the character and delivered clean renders

Initiated feedback loops via email to ensure the model is aligned with the artistic visions of the director

The Boy and the Goldfish (2025)

Sep 2024 – Jun 2025

Director and producer

- Developed the overall aesthetic, mood and story including character design, storyboarding and sound design with Storyboard Pro, Photoshop and more. Overseeing the project from initial concept to final product.
- Leading a team of 20+ artists with various specialisms in Autodesk Maya, ensuring visual continuity, pipeline efficiency and consistency.
- Leading creative direction of the team with clear instructions and providing constructive feedback and direction to ensure visual continuity and alignment with the film's artistic vision.
- Managing project's progression and aligning it with the established deadlines and targets, delivered the project within expected timeframe
- Troubleshooting technical challenges related to character rigging, skinning, texturing, animation and rendering in Autodesk Maya, Zbrush and Adobe Substance Painter

Animation Degree show committee

Dec 2024 - Jun 2025

Showreel and booklet editor, CG lead

- Edited videos for fundraising events within deadline using Premiere Pro
- Coordinated the team of 3 editors and 1 composer for the degree show showreel, communicated deadlines and requirements to the team members
- Checked up on around 60 course mates to ensure their timely submissions of required videos, organised excel sheets to keep track of deadlines and submissions efficiently
- Constant communication with degree show coordinators
- Proof-reading and reformatting submissions for a booklet to ensure consistency and appeal
- Leading discussions with CG students to make sure their needs were met and they have good representation throughout for the degree show showcase

Summon Familiars! (2025)

Jan 2025 - Apr 2025

CG Quadruped Rigger

- Developed and created a quadruped rig with set driven keys, IK handles and Spline IK in Maya
- Collaborated with director to identify potential poses for the character and potential challenges for the rig, adapted on their feedback to continuously improve the rig
- Met the production schedule to complete the rig within the desired time frame

Henry the Houseplant (2024)

Jan 2024 - Mar 2024

CG character animator

- Created dynamic character animation with body mechanics in Maya to match the envisioned emotions of the shots with a total of 20 seconds
- Collaborated with director to make suitable changes

The Myth of the Cave (2024)

Jan 2024 - Feb 2024

2D effects animator

- Animated 2D hand-drawn fire animation cycle in different sizes – a candle flame, a torch fire and a brazier fire in Toon Boom Harmony, created opportunities for consistent feedback loop

UWE Bristol PAL Team

Sep 2023 - Apr 2024

Animation PAL (Peer Assisted Learning) Leader

- Supported and guided Year 1 animation students, organising sessions to give out tips and advice to ensure a smooth transition into the animation course.
- Provided feedback and comments on students' animated work

Toot! (2024) by Erin Leung, Leo Haden, Katerina Owen, Adam Hadrousek, Lauren Thompson

Sep 2023 - Jan 2024

Storyboarder, CG animator, prop modeller, sound designer, compositor

- Collaborated with four other artists to create a cohesive project within a limited time frame
- Developing visuals and storyboarding in Storyboard Pro, CG animating and prop modelling in Maya, sound design, colour correction and compositing in Premier Pro

Education and Qualifications

University of the West of England - UWE Bristol

Sep 2022 - Jun 2025

Bachelor of Arts, Animation: First Class Honours

Heep Yunn School, Kowloon, Hong Kong

Sep 2016 - Jun 2022

Diploma of Secondary Education