



Contact

Phone

647-909-8168

Email

huzhonghui1999@gmail.com

Portfolio

lucyhuanimation.com

Education

Honours Bachelor of Animation

Sheridan College

2017 – 2021

3D Animation Graduate Certificate

Seneca Polytechnic

2025

Software

Toon Boom Harmony

Autodesk Maya

Storyboard Pro

Zbrush

Unreal Engine

SideFX Houdini

Adobe Suite

Language

English

Mandarin Chinese

Lucy Hu

Animation Generalist

I'm an artist working toward becoming a well-rounded generalist across the animation pipeline. Animation is my primary expertise, but I also enjoy exploring other areas, such as concept art, modelling, rigging, and layout. I enjoy both the creative and technical aspects of the craft, and I'm fascinated by how it all comes together. I'm always excited to see all the pieces of hard work complied together and ready to learn more about the craft.

Work Experience

Sep 2022 - May 2023

NELVANA | Toronto, ON (Remote)

2D Rigger

Worked on the show Hamster of Hamsterdale. Rigged humanoids and animal characters, as well as props in ToonBoom Harmony. Created full and partial rotational rigs for characters. Ensured props had all the perspective needed for animation. Edited previous rigs for redresses and additional designs for characters. Created Master Controllers for rotations and mouth charts to add ease of use for animators.

Jul 2021 - Sep 2022

NELVANA | Toronto, ON (Remote)

Junior Animator

Worked on the show Best & Bester. Created animations for characters and props for the assigned episodes as a team. Ensured the animated sequences linked up with the previous and following sequences. Worked closely with other animators to ensure consistency. Completed scenes and revisions within the deadlines. Offer assistance to others to ensure nobody was behind schedule.

Jun 2020 - Aug 2020

NELVANA | Toronto, ON (Remote)

Intern

Responsible for animation revisions, animation scenes and rigging. Helped out with animation revisions while practicing and adapting to the series style. Animated individual scenes and made revisions promptly. Started rigging props before moving to help provide both characters and props on a promo.

Projects

Sep 2020 - Apr 2021

Sheridan College | Oakville, ON (Remote)

ReUsed | 4th Year Thesis Film

Developed, produced and completed a solo 2D short film remotely, from storyboarding to design, animation to compositing. All assets were made independently, including rigs and layouts. As an independent creator, kept an organized schedule and file system to monitor film progress and work efficiently and quickly.

Sep 2019 - Apr 2020

Sheridan College | Oakville, ON

Beep & Tweet | 3rd Year Group Film | Design Coordinator

Design coordinator in making a 2D short film, responsible for assigning design tasks and later keeping track and collecting design material. As a member of the group, provided new ideas and input involving story and art direction. Kept everyone's mental help in mind, and ensured no one was left behind and confused through the production process.