

2D Animator

Maral Moeen Taghavi



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Location: Regensburg, Germany

English: Fluent (C1 level)

German: Proficient (B1 level)

About me:

Passionate 2D Animator with over three years of experience in international projects, coupled with a rich background of eight years in Fine Art. Adept at combining artistic flair with technical expertise to bring captivating stories to life through animation.

Key Strengths:

- **Technical Proficiency:** Skilled in 2D animation software including Adobe Animate, TVPaint, Moho, and Harmony Toon Boom.
- **Artistic Expertise:** Extensive knowledge of human anatomy, acting, posing, physical motion, weight, storytelling, animating, blocking, timing, rigging, and perspective.
- **Design Acumen:** Proficient in composition, color cycles, and illustration, elevating projects through a keen eye for detail.
- **Adaptability:** Quick learner with a knack for mastering new tools and applications seamlessly.
- **Perfectionist:** Committed to achieving excellence in every project, driven by a relentless pursuit of perfection.
- **Effective Communicator:** Strong conceptual thinker with excellent communication and collaboration skills, thriving in dynamic team environments.
- **Ambitious and Energetic:** A proactive individual who embraces challenges and believes in the power of collaborative efforts.

Software Proficiency:

- Well-versed in Adobe Animate, TVPaint, Moho, and Harmony Toon Boom.
- Familiar with Adobe Illustrator, Photoshop, Premiere; open to learning new tools.

Gap Explanation (June 2022 - Present): During this period, I dedicated my time to learning the German language, honing my animation skills, exploring new tools and software, and actively pursuing opportunities in Germany. This intentional focus demonstrates my commitment to personal and professional growth, aligning with my aspirations to contribute meaningfully to creative projects in a German-speaking environment.

Education:

2020

M.A. Painting, Ferdows Institute of Higher Education

Work Experiences:

Animator Supervisor

Hoorakhsh Studios — Tehran, Iran

March 2022 - May 2022

- Supervised a team for the Peruvian 2D rotoscoping animated movie "Nimuendaju" in the style of Egon Schiele.
- Ensured consistency in style, body movement, and facial expressions.
- Added extra elements like clothes and accessories, and animated them.
- Drew keyframes, maintained design references, and collaborated with the Peruvian team.
- Utilized TVPaint, Human Anatomy, Texture, and Egon Schiele's drawing technique.

2D Animator

Hoorakhsh Studios — Tehran, Iran

October 2021 - May 2022

- Contributed to "Juliet and the King," an Iranian 2D animated movie on the early history of theater in Iran.
- Produced character animation with convincing motion, emphasizing anatomy and facial expressions.
- Executed lip sync, acted, blocked keyframes, and ensured timely delivery.
- Worked with Adobe Animate, focusing on timing, acting, and 2D animating.

2D Shadow Artist

Hoorakhsh Studios — Tehran, Iran

September 2021 - December 2021

- Worked on "Muklas," a 2D animated closing credit sequence for a German animation.
- Implemented a deep understanding of light and shadow to enhance character movement.
- Utilized TVPaint, Texture, and Shadowing techniques for effective 2D animation.

Assistant Animator/ Color Artist

Hoorakhsh Studios — Tehran, Iran

July 2021 - September 2021

- Contributed to "The Song of Flying Leaves," an Armenian short 2D animated movie.
- Edited animated plans and assisted main animators.
- Animated textures of characters using TVPaint and Adobe Photoshop.
- Employed Effect Animation and Coloring techniques.

Junior 2D Animator

Hoorakhsh Studios — Tehran, Iran

May 2021 - October 2021

- Assisted main animators on "Juliet and the King," an Iranian 2D animated movie.
- Colored plans, worked with Adobe Animate, and studied essential animation factors.
- Gained proficiency in Adobe Animate, Coloring, Human Anatomy, Timing, and Acting.