

2D Animator

Maral Moeen Taghavi



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Location: Regensburg, Germany

Deutsch: A1

English: C1

Persian: Mother tongue

About me:

Over two years of experience in 2D Animating on international projects, and over seven years of experience in Fine Art.

Good knowledge of human anatomy, acting, posing, physical motion, weight, storytelling, animating, blocking, timing, and perspective. Also, have a good understanding of composition and color cycle.

Performing with Adobe creative such as Adobe Animate, and Adobe Photoshop. Have an early experience in coding. Excellent learner and totally comfortable with using new software and applications.

Education:

2020	M.A. Painting, Iran, Ferdows Institute of Higher Education
2018	B.S. Electrical Engineering, Iran, Ferdowsi University of Mashhad

Work Experiences:

March 2022- May 2022, Animator Supervisor, Hoorakhsh Studios

Project: Nimuendaju

Details: A Peruvian 2D rotoscoping animated movie, in Egon Schiele style.

Duties: Supervising my team to keep the style, movement of the body, and facial expressions look alike. Adding extra elements such as clothes or accessories and animating them, drawing keyframes, and keeping the project solid. Connect to the Peruvian team and discuss about the project, and keep my team informed.

Tools and Techniques: TVPaint, Human Anatomy, Texture, Egon Schiele's Technique in drawing, 2D Animating

October 2021- May 2022, 2D Animator, Hoorakhsh Studios

Project: Juliet and the King

Details: An Iranian 2D animated movie produced by Hoorakhsh Studios, about the early history of theater in Iran.

Duties: Understanding of character and story, Deep knowledge of characters' anatomy and facial expressions, Lip sync, Acting, Blocking the keyframes, Timing, Animating

Tools and Techniques: Adobe Animate, Human Anatomy, Timing, Acting, Facial expression, Lip sync, Blocking, 2D Animating

September 2021- December 2021, 2D Shadow Animator, Hoorakhsh Studios

Project: Muklas

Details: A 2D animated, closing credit of a German animation

Duties: Understanding the concept of light and how it causes shadows, Keep the shape of shadow relevant to the movement of characters

Tools and Techniques: TVPaint, Texture, Shadowing, 2D Animating

July 2021- September 2021, Color Artist/ Assistant Animator, Hoorakhsh Studios

Project: The Song of Flying Leaves

Details: An Armenian short 2D animated movie

Duties: Edit the animated plans and assist the main animators, Animate textures of the characters, Effect Animate, Color the plans

Tools and Techniques: TVPaint, Adobe Photoshop, Effect Animating, Texture Animating, Coloring, 2D Drawing

May 2021- October 2021, Junior 2D Animator, Hoorakhsh Studios

Project: Juliet and the King

Details: An Iranian 2D animated movie produced by Hoorakhsh Studios, about the early history of theater in Iran.

Duties: Assist the main animators, Color plans, working with Adobe Animate, and studying the most important factors of animating.

Tools and Techniques: Adobe Animate, Coloring, Human Anatomy, Timing, Acting, 2D Animating

Skills:

Adobe Animate – TVPaint - Toon Boom Harmony - 2D Animating - Traditional Animating – Blocking – Timing - Human anatomy – Acting - Lip sync – Expression – Posing - Story telling – Storyboard - Character design - 2D drawing - Familiar with coding - Group work - Social skills - Outside of the box thinker – Committed - Hard working - Good learner

Hobbies:

Reading, Bicycle riding, Psychology, Surreal books and art, Painting, Drawing, Learning 3D animating, Minimal life, and Petting cats!