

Talia Breuer

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taliabreuer.com/demo-reels

London, UK

An experienced 3D Animator, passionate about creating appealing and entertaining character performances that educate and inspire audiences of all ages. Possessing a strong understanding of body mechanics, posing, and acting for driving stories and characters, as well as technical knowledge of pipeline, rigging, and scripting. Proven track record of delivering high-quality content under strict deadlines for children's TV. A collaborative, positive team player, seeking opportunities to contribute to exciting 3D productions.

SKILLS

- Maya
- Arnold, Redshift
- Python
- ngSkinTools, Shapes
- Blender
- Shotgrid, Frame.io, fTrack
- Adobe CC: Photoshop, Illustrator, Premiere Pro, After Effects.
- NukeX

LANGUAGES

- English
- Hebrew

EXPERIENCE

3D Animator & Video Editor

Moonbug Entertainment

2022 - Present

- CoComelon
- Morphle (Disney+)
- Gecko's Garage

Technical Artist & Rig Coordinator

AnimChallenge

2022 - Present

- Connecting and problem-solving with modelers and riggers from the community to achieve high-quality assets for Maya and Blender.
- Rigging, testing, and optimizing a range of assets for the Agora Community asset collection.
- Preparing animated previews for the Agora asset page and social media.

Animation Mentee

Women in Animation

2021

EDUCATION

Character Animation

AnimaWarriors

2023 - Present

- MasterCartoon Course

Character Animation

Lupin House

2024

- Acting for Feature Film Course

3D Animation & VFX

Vancouver Film School

2021 - 2022

- Graduated with honours, character animation stream.
- Directed and animated a short film, leading a group of 4 artists.

OTHER

Translator (English-Hebrew)

TED

2018 - Present