

RESUME

TAL HERSHKOVICH
3D Artist and Animator

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Portfolio: <https://talhershko.wordpress.com>

WORK EXPERIENCE

Freelance character animator and a 3D Artist working for various clients and employers such as:

2017 – 2019

RiseFX – 3D animator working on VFX shots for feature films and series such as:

Kingdoms of Fire, Artemis Fowl, Fast & Furious Presents: Hobbs & Shaw, Babylon Berlin Season 3 and The King's Man.

Yoram Productions, Israel – 3D Character artist and animator for a commercial

Key Film, Netherlands – Creature animation and 3D artist for the film Dreamlife

Moyo Productions, Israel – Character animation and CG Generalist for an instructional film

– Animation and rigging for the series "Limbobo"

Baby Giant Hollyberg, Germany – Creature animation for the film "Spreewaldkrimi"

Pitchipoy, Israel – Character Animation for the film "The Boy Who Painted a Donkey Blue", and for the TV series "Ulay Pil".

Madhat, Germany – Animation for a Mercedes VR project

Lost The Game Studio, Germany – Animation for the games "Schlag den Star", and "Wer weiss den so was".

Ragtag Studio, USA – Cut out animation for the game "Ray's the dead"

Shuki Gamliel (Animator), Israel – Rigging

XnTouch, Israel – Character Rigging, modeling and texturing

2015 – 2016

Talit Communications, Israel - 2D Animation (cut-out)

CET, Israel - Modeling, texturing rigging and animation

MindCET, Israel – Animation

Sean James Herron, Scotland - Animation and rigging

Blackboard Studios, Israel – Character animation

Big Balloon Animation, Israel – Character animation

Aureate Films, USA - Animation and props modeling

Moyo Productions, Israel - 3D Character Generalist and animator

Tasty Pixel, Germany - Rigging and animation (2D)

David Monteiro (Animator), Germany – Rigging

Top Farmers, Germany - 3D Artist / Motion graphics

2013 – 2014

Pixomondo (Berlin and Hamburg), Germany – Character animation

ByteRockers, Germany – Character animation

Gamblify, Denmark – Character animation

Technion Research and Development Foundation, Israel – Rigging for mocap

Picaro / Massmedia, Denmark – Character animation

Pitchipoy, Israel – Character animation

The Center for Educational Technology, Israel – 3D Character artist and animator

Talit communications, Israel – Character animation

Vida systems, USA – Technical animation

URCHN – Working on the open source film “Wires for Empathy” as an Animator and setting up crowd simulations using Blender’s game engine.

2009 – 2012

ByteRockers , Germany – Employed as a character animator and a rigger for games.

Eveimages, Germany – Crowd simulation for architecture visualization.

Mackevision, Germany – Animation and rigging.

PitchiPoy Productions, Israel – Freelance animator.

2005 – 2008

Primus design group, Israel – Working as a 3D Generalist on commercials and TV shows.

PitchiPoy Productions, Israel – Employed as a 3D animator on various TV productions.

COMPUTER SKILLS

3D Studio Max, Maya, Blender, Python, Adobe Photoshop, Premiere and After Effects.

Specialized with Blender as a 3D generalist.

Finished Rice university's python course.

3d printing environment.

LANGUAGES

Hebrew – native speaker / English – fluent / Deutsch – good