



CHARLOTTE DUTHE

CHARACTER DESIGN / BACKGROUND DESIGN

CONTACT

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📍 Paris

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EDUCATION

L'ÉCOLE DES Gobelins

2021

Storyboard Training

LISAA

2017 - 2020

Bachelor's degree with honors

SKILLS

- Character design
- Background design
- Storyboard
- Photoshop
- StoryboardPro
- After Effect
- Able to meet deadlines
- Organized
- Adapt the design style

ABOUT

I'm a French artist working for the animation and entertainment industry specialized in character design, background design, visual development. I've had the honor of working at several incredible studios like Titmouse, Method Animation, Submarine Production,.. And I'm always looking for new cool projects with cool people. Don't hesitate to contact me, I'm a cool human.

EXPERIENCES



ARTISTIC DIRECTOR'S ASSISTANT

Equinox Collectible Card Games publisher / Paris, France (2025)

- Supervising the illustration team / Visual reference research / Brief creation.

ILLUSTRATOR

"UNANNOUNCED" PROJECT IN DEVELOPMENT

Method Animation (Mediawan) / Paris, France (2023)

- illustration for an animation project in development

CHARACTER DESIGNER

"TOKO LOKO" PROJECT IN DEVELOPMENT

Submarine Channel B.V / Freelance, Amsterdam (2023)

- Concepts / Adjustment of pre-existing character designs / Preparation of character designs for animation

BACKGROUND ARTIST

"BABY SHARK'S BIG MOVIE" - NICKELODEON - PARAMOUNT +

Titmouse Inc / Vancouver, Canada (2022 - 2023)

- Layout / Line & color design

BACKGROUND ARTIST

"FROG AND TOAD" - APPLE TV

Titmouse Inc / Vancouver, Canada (2022 - 2023)

- Layout / Line & color design

INTERN

AAA Production/ Montreuil, France (2020)

- Character design and background design search / Storyboard / Visual development for the accessories of the "Shadoks" show