



Sophie Fortemps

2D-3D GENERALIST

CHARACTER DESIGN

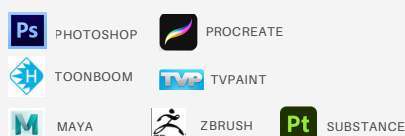
MODELING
SCULPTING
TEXTURING
BG COLOR

2D & 3D ANIMATION

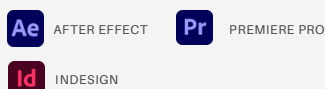
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SOFTWARE

Mostly used



Notions



EDUCATION

Lycée technique des arts et métiers Luxembourg

> BTS ANIMATION

Université libre de Bruxelles

> SCIENCES
PSYCHOLOGIQUES ET DE
L'ÉDUCATION (NO DIPLOMA)

WORK EXPERIENCE

CHARACTER DESIGN & DEV

2025 - SERAPHINE (FEATURE STOP MO)

Doghouse Films, Luxembourg
Character Design - 1 month

2025 - THE STAR (SHORT)

Doghouse Films, Luxembourg - Jiyun Jeong
Character Developpement - 1 month

2024 - JE NE VOULAIS PAS VOUS FAIRE PLEURER (FEATURE)

Doghouse Films, Luxembourg
Character Developpement - First line up

2024 - MATIN BRUN (SHORT FILM 2D PROJECT)

Doghouse Films, Luxembourg - Carlo Vogeles
Character Dev & Design - 3 months

2022-2023 - DRAW FOR CHANGE

Doghouse Films, Luxembourg
Character Design - a few weeks

2021 - APRÈS LA VAGUE (SHORT FILM 2D PROJECT)

Authors : Aloïs Castel & Alice Karpiel
Character Developpement - 1 month

2021 - OF GODS & STORIES (TV SHOW 2D PROJECT)

Authors : Aloïs Castel & Lynn Hemphill
Character Developpement - 2 months

2020 - MON SUPER JOURNAL (EDITION)

Authors : Muriel Ebrahime & Sophie Fortemps
Character Design & colors, posings, expressions - 5 months

2020 - A GREYHOUND OF A GIRL (FEATURE 2D)

Enzo D'alo - Paul Thiltges Distributions, Luxembourg
Character Design : mainly clothing, turn corrections & color references - 5 months

2019 - MY FAIRY TROUBLEMAKER (FEATURE 3D)

Caroline Origer - Fabrique d'images, Luxembourg
Lead Character Design - development & turns - 6 months

2018 - MY FAIRY TROUBLEMAKER (FEATURE 3D)

Caroline Origer - Fabrique d'images, Luxembourg
Character Design - Development - 2 months

MOD / SCULPT / TEX

2025 - OUTFOXED

doghouse Films, Luxembourg
Character modeling, sculpt & texturing - current

2023 - FORÊT SOMBRE & MYSTÉRIEUSE (FEATURE)

Zeilt studio, Luxembourg
Props modeling & sculpt - 3 months

2023 - SERAPHINE (FEATURE STOP MOTION)

Doghouse Films Luxembourg
Character sculpt in Zbrush - 2 months

2022 - FOX & HARE (FEATURE)

Doghouse Films Luxembourg
Props Modeling (maya) - Sculpting (zbrush) - Texturing (substance painter) - 5 months

BACKGROUND PAINTING

2024 - MATIN BRUN (SHORT FILM 2D PROJECT)

Doghouse Films, Luxembourg - 6 months

2023 - BENJAMIN BAT (FEATURE 3D)

Zeilt Studio, Luxembourg - 6 months

3D ANIMATION

2023 - MAMIE LOU (VR PROJECT)

Zeilt Studio Luxembourg
3D Anim in Maya & mocap fixing - 2 months

2018-2019 - MILLIE/HENRIETTA (TVSHOW)

Fabrique d'images Luxembourg
3D Animation in Maya - 10 months

2018 - BAYALA (FEATURE)

Fabrique d'images Luxembourg
3D Animation in Maya - 3 months

2017 - PETIT OURS BRUN (TV SHOW)

Fabrique d'images Luxembourg
3D Animation in Maya - 4 months

2017 - LUIS & THE ALIENS (FEATURE)

Fabrique d'images Luxembourg
3D Animation in Maya - 4 months

2D ANIMATION

2021-2022 - LES CONTES DU HÉRISSON (FEATURE)

Doghouse Films Luxembourg
Traditional 2D Animation in Tvpaint - 8 months

2017 - FUNAN LE PEUPLE NOUVEAU (FEATURE)

Fabrique d'images Luxembourg
Trad 2D Anim & clean Toonboom - 2 months

2015 - LES GRANDS RÉCITS FONDATEURS (DOCU)

Fabrique d'images Luxembourg
Anim 2D mix tradi/cut-out Toonboom - 8 months

2015 - NAIL'D (SHOT FILM)

Hann Productions, California
Traditional 2D Anim Toonboom - 2 months

2014 - POLO (TV SHOW)

Fabrique d'images Luxembourg
Anim 2D cut-out in Toonboom - 11 months

2013 - LES MISS MOCHES (TV SHOW PILOT)

Freelance - Editions Clochettes Belgium
Anim 2D mix tradi/cut-out in Flash - 2 mois

3D LAYOUT

2022 - FOX & HARE (FEATURE)

Doghouse Films Luxembourg
3D Layout - 1 month