

Anaëlle LE COZ
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ANIMATION & CONCEPT ART



FORMATION

- 2020** 5 months internship as an illustrator, animator, layout artist at Zeilt Production
Zeilt Production, LUXEMBOURG
- 2019** 10 weeks internship as a 2D character animator in Ankama
ANKAMA, Roubaix, FRANCE
- 2017 - 2021** Art School 3rd year student, Computer-Generated Drawing Diploma
École Emile Cohl, Lyon, FRANCE
- 2014 - 2017** BA (Hons) 2D Animation
University for the Creative Arts (UCA) Farnham, Surrey, United Kingdom
- 2014** High School graduate, Literature section, with honors
Lycée Vauban, Luxembourg

MASTERCLASS

- 2016** 2 weeks masterclass in École Emile Cohl, Lyon
One week of 3D modelling and sculpting, one week of Comics creation
- 2016** CG Master Academy (CGMA) Perspective taught by Roger ODA
Storyboard for animation taught by Francis GLEBAS
- 2015** 2 weeks masterclass in Gobelins, Paris, 2D character animation
- 2014** 1 week masterclass taught by David BESNIER animation on Adobe Flash CS6, Paris
- 2012** 2 weeks masterclass drawing and painting at the Museum of Decorative Arts, Paris

LANGUAGES AND PROFICIENCIES

French - Native
English - Bilingual
Proficient in Photoshop, T.V Paint, Flash/Animate, Maya, Mudbox
Knowledge in Substance Painter, Toon Boom Harmony, Blender, Zbrush and Storyboard Pro

INTERESTS

Fantasy comics creation (from writing to the visuals)
Dungeons and Dragons (as a player or a dungeon master)
Watch E-Sport streams (mostly Overwatch by Blizzard)
Musicals (movie or theater form)