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Boom, Belgium



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https://www.jokeduwaerts.com

I am a mid level 2D animator with a big love for storytelling and film making. I aspire to be a director of my own stories, but first I'm eager to become a better animator.

HARD SKILLS

Adobe Photoshop
Adobe Illustrator
Adobe Premiere
Adobe After Effects
Adobe InDesign
TvPaint
Blender
Toon Boom
Davinci Resolve
Krita



EDUCATION

2021 - 2022 / Master Animation Film / Luca School of Arts I completed my master in Animation Film with my graduation film *Sem.*

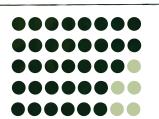
2018-2021 / Bachelor Animation Film / Luca School of Arts background design, character design, 2D animation, 3D animation, compositing, layout, storyboarding, scenario.

2017-2018 / Bachelor of Computer Science (uncompleted) / University of Antwerp

I learned the basics of programming in C++ and Python.

SOFT SKILLS

Drive
Work ethic
Flexibility
Creativity
Teamwork



EXPERIENCE

2024-2025 / Mid level animator on Lilith

I worked as an animator on the shortfilm 'Lilith', produced at Vivi

2024 / Mid level animator at Studio Souza

I became a mid level animator on the feature film 'The Polar Bear Prince'.

2023 / Junior animator at Studio Souza

I was part of the animation team for the 2D feature film 'The Polar Bear Prince' and short film 'Miss Winters' at Studio Souza. I created rough animation and tiedown.

2022-2023 / Junior designer at Studio Souza

I was part of the team that created the modelsheets, action sheets and expression sheets of the rough character designs.

2022 / Thesis film 'Sem'

I completed my thesis film, *Sem.* It was selected at Leuven Kortfilm Festival, Animafest Zagreb, Anima and many more.

2021 summer / Internship at Studio Souza

Tiedown and rough animation.

LANGUAGES







English



French (rusty conversational)