



AURÉLIA FÉLER

VISUAL DEVELOPMENT ARTIST
& LEAD CHARACTER DESIGNER

PROFILE ID

Lastname : Féler
Firstname : Aurélia
Nationality : French
Birthday: 28.04.86

CONTACTS

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EDUCATION

2004 - 2009 | 5 years Advanced Graphic Arts &
Multi-media Degree at e-art Sup Institut in Paris.
2004 | Highschool Leaving Certificate

MY SPECIALITIES

SKILLS

Character Design & Visual
Development
Design Department Supervision
& Art Direction
Storytelling (animation, graphic
novels)
Illustration

SOFTWARES

Photoshop
Illustrator
Blender (soon)
Maya (basic)

MY REFERENCES

LANGUAGES

French (maternal language)
English: high level (written & spoken)

INTERESTS

Graphic and literary storytelling
(animation, publishing)
Illustration (traditional & CG)
Cinema & Animation movies
Museums & Historical
monuments
Couture & Costum design

MY WORK EXPERIENCES

Lead Character Designer

JUNE 2023 - JANUARY 2024

Main Pack design / Modelsheet for the
animated feature film *IN WAVES* at Silex
Films.

Lead Character Designer

MAY 2022 - FEBRUARY 2023

Visual development / Main Pack design
/ Character design supervision for the
animated series *ALEX PLAYER* at Cyber
Group Studios.

Character Designer Senior

JANUARY 2022 - MARS 2022

Main Pack design / Modelsheet for the
animated series *PIRATES ACADEMY* at
Mediawan Kids & Family.

Concept Character Designer

OCTOBER 2021 - DECEMBER 2021

Visual development / Character design
for an animated feature film at Blue
Spirit Studio.

Author & Illustrator

JANUARY 2021 - MARCH 2021

Création d'une bible littéraire &
Développement visuel pour un roman
graphique au sein de l'incubateur de
projet AFROLAB.

Lead Designer Supervisor

JULY 2019 - OCTOBER 2020

Visual development / Main pack design
/ Design department supervision for the
animated series *OGGY OGGY* at Xilam
Animation.

Lead Character Designer

OCTOBER 2018 - JUNE 2019

Main Pack design & Coloring / Modelsheet
supervision for *THE SMURFS* at Ellipse
Studio.

Lead Character Designer

AUGUST - SEPTEMBER 2018

Design & Coloring / Modelsheet
Supervision for *DENVER* at Method
Animation.

Character Designer

JULY - AUGUST 2018

Character Designer at Mathematic
Studio.

Lead Character Designer

NOVEMBER 2016 - OCTOBER 2017

Character Design & Coloring /
Modelsheets Supervision for *DENVER* at
Method Animation.

Lead Character Designer

JUNE - OCTOBER 2016

Character Design & Coloring /
Modelsheets Supervision for *5 & IT* at
Method Animation.

Character & Props Designer

*JANUARY - MARCH 2016 / JANUARY -
JUNE 2015*

Character & Props Design / Coloring /
Modelsheets for *NODDY* at Gaumont
Animation.

Lead Designer Supervisor

JUNE 2015 / MARCH - OCTOBER 2014

Visual development (character & props)
/ Main Pack design (character & props)
/ Coloring for *POPPLES* at Method Animation.

Design Professional Training

NOVEMBER 2009 - FEBRUARY 2010

Props design for *THE LITTLE PRINCE* animated séries at Method Animation.

Character / Props / FX Designer

APRIL 2012 - FEBRUARY 2014

Character / Props / FX design &
Coloring for *ROBIN HOOD* at Method Animation.

Character & Props Designer

SEPTEMBER - MARS 2012 / JANUARY 2011

Character & Props design / Coloring for
PETER PAN at Method Animation.

Props Designer

MARCH - OCTOBER 2010

Props design for *THE LITTLE PRINCE* animated séries at Method Animation.