



Joe Celse (english version)

Jo has been passionate about drawing since childhood. Initially determined to start her career in video games as a character designer, she quickly discovered she was enchanted by the world of animation. After a short training in a DMA animation cinema at the Marie Curie high school in Marseille, and a year of 3D training at the Supinfocom school in Arles, she naturally turned to traditional 2D animation.

She then spent 10 years exploring the animation industry, from layout to cut-out animation, including storyboarding and character design in both 3D and 2D, before settling on storyboarding as her main activity ; at Zagtoon on *Miraculous Ladybug*, Warner Bros on *Batwheels*, or at Bobby Pills on *Captain Laserhawk*.

In 2021, she started her career as a director at Bobby Pills on two projects mixing video games and animation, her two main passions. Thanks to these fruitful experiences, she was offered the direction of one of the first French animated series for young adults, *Dreamland*, at La Chouette Compagnie.

With a great experience in several sectors and very versatile, her favorite field is above all works of japanim inspiration. Bilingual by birth, she usually works with foreign productions, especially American ones.

EXPERIENCE

TV DIRECTOR

from sept 2022 : at CHOUETTE COMPAGNIE

may -august 2022 : at BOBBYPILLS

november 2021 -march 2022 : at BOBBYPILLS

august -sept 2020 : at CHOUETTE COMPAGNIE

CHARACTER DESIGNER

may -august 2022 : at BOBBYPILLS

LEAD STORYBOARD ARTIST

march 2021 : at WARNER BROS. ANIMATION on « BATWHEELS »

oct 2019 – january 2020 : at CHOUETTE COMPAGNIE

STORYBOARD ARTIST

oct 2021 – april 2022 : at BOBBYPILLS

april 2020 – march 2021 : at CHOUETTE COMPAGNIE

oct – dec 2020 : at MERCURY FILMWORKS on a Netflix Pilot

january – sept 2019 : at CHOUETTE COMPAGNIE

january 2017 – sept 2018 : at ON ENTERTAINMENT – Method Animation – ON kids and family

august – nov 2016 : at GAUMONT ANIMATION

ANIMATOR

april 2015 – august 2016 : at INSPIDEA

2014 : at POLM STUDIO (Flash animation, Game design)

GRAPHIST

2014 : at POLM STUDIO

(Flash animation, Game Design)

FORMATION

2013 – 2014 **SUPINFOCOM**

Animation, interactive technology, videography and special effects

2011 – 2013 **LYCEE MARIE CURIE**

Diplôme des métiers d'arts of animated film : animation, interactiv technology, videography and special effects