



LINA SCHLOTTER

ILLUSTRATOR & CHARACTER DESIGNER

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EDUCATION



2016 - 2020

Hochschule Darmstadt

Bachelor of Arts in Animation & Game Design

2021

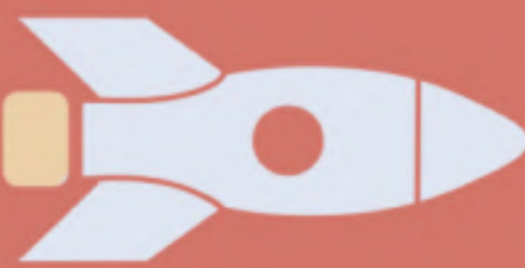
Gobelins - School L'image

Storyboarding Summer School

2021

2D Animation Mentorship with Toniko Pantoja

SKILLS



Character Design

Storyboarding/Revisions

2D Animation

Illustration

Teamwork

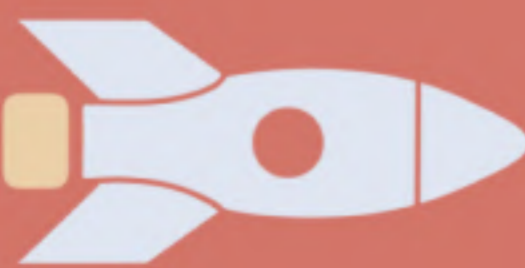
Work from Home

Time Management

Positive Attitude

Sharing Dog Pictures

SOFTWARE



Toon Boom

· Storyboard Pro

· Harmony

Clip Studio Paint

TVPaint

Slack

Discord

WORK EXPERIENCE

Freelance Illustrator March 2023 - August 2023

For multiple clients at Streamily

- Concepted and created character Illustrations to be sold as autographed prints online and at conventions (including SDCC)
- Pitched about 5 sketch motives per print for clients to pick from
- Implemented feedback by the voice actors including new motives and changes on existing concepts

Freelance Character Designer June 2022 - August 2023

At Disney Television Animation on **Hailey's On It!**

- Created turnarounds for humanoid characters
- Re-dressed characters and designed special poses
- Implemented notes from the lead character designer

Character Designer November 2021 - May 2022

At Disney Television Animation on **The Owl House**

- Created turnarounds for humanoid and creature-type characters
- Drew special poses with emphasis on both emotion and action
- Worked closely with the art director and other artists
- Participated in biweekly design review meetings and implemented feedback by the art director and the showrunner
- Created previs and exploration sketches based on storyboards
- Made retakes for scenes that were sent back from the oversea studio
- Designed 60 - 80 characters and special poses per episode

Freelance 2D Animator September 2021 - November 2021

On multiple projects at Soybloq Animation

- Created rough + cleanup animation in Toon Boom Harmony
- Improved animation timing + added frames where needed
- Ensured that character animation is on model

2D Animator (Volunteer) February 2021 - June 2021

On an independent short movie directed by Matthias De Clercq

- Created rough + cleanup animation based on a given storyboard
- Implemented feedback and notes provided by the director and lead animator