

## WORK

**April. 2019 - Dec. 2019:** « [The Hangman at Home](#) » directed by Michelle and Uri Kranot, Late Love Production (FR/DK)  
Role: Animator, Painter

**2018-2020:** [Teacher](#) at The Animation Workshop (DK)  
Role: Assistant teacher for Animation Basics, Acting with Music and Dance Animation modules.

**2018 - now:** [Grinberg Method Practitioner](#) (GE, DK, FR)  
Role: Practitioner

**2017 - now:** [Free Form Movement Facilitator](#) (GE, DK, FR)  
Role: Free form dance teacher

**2017 - now:** [Freelance Visual Artist](#) for Berlin-based free-form dance facilitators  
Role: Graphic Designer, Illustrator

**2018-2019:** « [2 ans d'HP](#) », [Comic Book](#) in collaboration with Marie Duf (FR)  
Role: Illustrator

**2018 - now:** « [SIT](#) », [Animated short film in development](#)  
Role: Director, Concept Art, Animation

**May 2018 - May 2019:** [Graphic Design Freelancer](#) at Linge Particulier (FR)  
Role: Graphic Designer, Artistic Director

**July - August 2017:** [Fredrikstad Animation Festival Teaser](#) (NW)  
Role: Director, Concept Artist, Animator

**Aug. 2016:** « [Kloden og Klimaklovnen](#) », [Animated TV-pilot](#), dir. by Sara Holm (DK)  
Role: 2D Generalist, Concept Art, Character Design, Animator.

**Feb. 2016 - Dec. 2016:** « [Nothing Happens](#) » directed by Michelle and Uri Kranot, Miyu Production (FR/DK)  
Role: Animator, Painter

**March 2016 - May 2016:** « [The zoo that could](#) », 4 commercial films made for Detroit Zoo, at Nørlum (DK)  
Role: 2D Animator

**Aug. 2015 - Dec. 2015:** [Internship at Sehnsucht](#) (GER)  
Role: 2D/3D Generalist, Concept Art, Character Design, 2D/3D Animator, Storyboard Artist

**Jan. 2015 - April 2015:** « [Shrug Island](#) », [Computer game](#) by Tiny Red Camel (DK)  
Role: 2D Animator

**August 2014 - June 2015:** « [Untamed](#) », [Animated short film](#) at The Animation Workshop (DK)  
Role: Director, Storyboard Artist, Editor, 3D Animator

**May 2014 - July 2014:** [Storyboard](#) for a MosterBob Production documentary (DK)  
Role: Storyboard Artist

**Feb. 2014 - April 2014:** « [Cinema Monster](#) » [Viborg Animation Festival Teaser](#) (DK)  
Role: Director, Storyboard Artist, Editor, 3D Animator

**June 2014 - July 2014:** « [Lure](#) », [Video Game](#) at Tumblehead (DK)  
Role: Concept Development, Character Design, 2D Animator

**Nov. 2013 - March 2014:** « [Amning](#) », [animated shorts](#) for MosterBob Production (DK)  
Role: Co-director, Character Design, Editor, 2D Animator

**August 2013:** [Visual Identity for l'Escale Bio](#) (FR)  
Role: Logo and Interior Design

**July 2013:** [10 commissioned paintings](#) at The International Buddhist Academy (NEPAL)  
Role: Artist

**Jan. 2013 - June 2013:** « [Lights Out](#) », [Short Film](#) at The Animation Workshop (DK)  
Role: Director, Storyboard Artist, Editor, 2D Animator.

**Jan. 2010:** « [Il était une fois... la creation du monde](#) », [stage show](#) directed by Michel Podolak (FR)  
Role: Live painter

**Jan. 2009:** « [Habits](#) », [Animated short film](#) at the artist residency La Source (FR)  
Role: Stop Motion Animator

# RESUME

## JULIETTE VIGER VISUAL ARTIST



[juliettevigerpro@mailo.com](mailto:juliettevigerpro@mailo.com)  
[julietteviger.co](http://julietteviger.co)

## EDUCATION

**2018-2021:**  
Grinberg Method  
Practitioner Training (SP)

**2017:**  
Transformative Dance  
Facilitator Training (GE)

**2016-2017:**  
Animation Sans Frontières  
(EU)

**2012-2016:**  
Bachelor in  
Character Animation  
@ The Animation Workshop  
(DK)

**2016:**  
The Drawing Academy @  
the Animation Workshop  
(DK)

**2010-2011:**  
Fine Art Preparatory Class  
@ Ecole Estienne (FR)

**2010:**  
European  
Highschool  
Degree (FR)

## LANGUAGES

French (native)  
English (fluent)  
German (basics)  
Danish (basics)

## SOFTWARE

TV Paint  
Adobe Photoshop  
Adobe InDesign  
Adobe Illustrator  
Adobe After Effects  
Adobe Premiere  
Procreate  
Dragonframe