

Aline Dutra

ILLUSTRATOR - ART SUPERVISOR - CHARACTER & PROPS DESIGNER
dutrart.com | alinedutrart@gmail.com | +55 11 99248-0725 | Sao Paulo - Brazil



EXPERIENCE

HYPE STUDIO | Art Supervisor

- Galinha Pintadinha - 3D Animated Feature, Bromelia Filmes (07/2024 - Present)

HUEVO CARTOON | Layout Artist

- Chapulin: Los Colorado - Animated Series, Chespirito Media Universe/Telefilms (02 - 09/2024)

BIRDO STUDIO

Art Supervisor

- Aztec Batman: Clash of Empires - Animated Feature, Warner Bros/Chatrone (04 - 12/2023)
- ASTRONAUTA - Animated Series, MSP/HBO (09/2021 - 03/2023)
- Ba Da Bean - Animated Series, Discovery Kids/Chatrone (02/2021 - 08/2021)
- Kika no Cerrado - Advertisement Mascots, CBMM (12/2021- 02/2022)

Character & Props Designer/ Rig Builder

- PAPAYA - Feature Film, Priscilla Kellen (01- 04/2024)
- Bia and the Beats - Animated Series Pilot, Cartoon Network/Cartoonito (04 - 07/2023)
- NINJIN - Season 1B - Animated Series, Cartoon Network/Pocket Trap (02/2020 - 11/2021)
- Clube da Anitinha - Season 2/3, Animated Series, Gloob/Gloobinho (03/2019 - 01/2021)

ANIMUZ | Concept Artist/ Character & Props Designer

- Dinheiro em Espécies - Animated Series, Animuz Studio/Gloob (01- 09/2023)

ALOPRA | Character Designer/ Vector Artist

- Magic Mixies - Animated Series, Moose Enterprise (02/2023)

COMBO STUDIO | Character Designer/ Vector Artist/ Rig Builder

- Cemento Sol - Animated Short (04/2023)
- NDA - Animated Series, Augenblick Studios (06/2021)
- The Real World of AnyMalu - Animated TV Special, Cartoon Network (03 - 11/2022)
- Agent King - Animated Series, Netflix/Titmouse/Sony Pictures Animation (07 - 11/2021)

BUGBITE | Freelance Vector Artist/ Visual Development

- MASMORRAS E BATATAS - Animated Miniseries and Digital Game (08/2021 - 01/2022)

EDUCATION

Bachelor and Degree in Education - Federal Rural University of Rio de Janeiro (2014 - 2018)

Certified in Visual Arts - Full Sail University - DESIGN, VFX, WEB & 3D (03/2015 - 04/2016)

Education Course in Comics - Quanta Academy of Arts (01 - 12/2020)

Character Design Mentorship with Paulo Ignez (01 - 10/2024)

SOFTWARES

Adobe Photoshop, Toon Boom Harmony, Procreate, ShotGrid, Monday, ClickUp, Trello, Ftrack, Google Suite

LANGUAGES

PORTUGUESE (NATIVE), ENGLISH (FLUENT), SPANISH (INTERMEDIATE)