



JULES DUBOST

CHARACTER & CONCEPT ARTIST - FREELANCE



INFORMATIONS

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SOCIAL NETWORKS

- Instagram :**
www.instagram.com/artofjulo
- LinkedIn :**
www.linkedin.com/in/jules-dubost-a934165a/
- Behance :**
www.behance.net/artofjulo

SKILLS

- Photoshop
- InDesign
- Illustrator
- Procreate

PROFESSIONAL BACKGROUND

- 2024**
 - Character Designs for the mascot of the PARIS 2024 Olympic Games.
 - Illustrations for the DISNEY LORCANA card game.
 - Illustrations of ITEMS for the FORGEFLAME board game, published by lord raccoon games.
 - Illustrations of the ARBORO board game, published by GAME BREWER.
 - Illustrations of the crash game VOLCANO, from BLUESPIX.
- 2023**
 - Background Art created for the Animation studio BARE ENTERTAINMENT.
 - Character Designs for the mascot of the PARIS 2024 Olympic Games.
 - Illustrations of 8 Slot Games on behalf of the company BIT COMMUNICATION.
 - Illustrations of the board game UN REVE, published by ORIGAMES & SPACECOW.
 - Illustrations of DUNGEON EXIT board game, published by UNFRIENDLY GAMES.
- 2022**
 - Book Illustrations from the PETITS CRIMES à RESOUDRE series, published by MANGO EDITIONS.
 - Illustrations of the POOK board game, published by FOX TROLL GAMES.
 - Character Designs for the mascot of the PARIS 2024 Olympic Games.
 - Illustrations of the board game BUFFET à VOLONTé, published by MANGO EDITIONS.
 - Different preliminary game designs for Slot Games, for BITCOMMUNICATION.
 - Vector illustration for a HOT WHEELS poster, for MATTEL.
- 2021**
 - Character Designs for the mascot of the PARIS 2024 Olympic Games.
 - Character designs for an upcoming serie, at ATOMIC CARTOONS.
 - Illustrations for two customizable children's books, published by NAMEE.
 - Illustrations of the board games IT'S A BOMB and 890 ANNO DOMINI, at GATEONGAMES.
 - Illustrations of the board games HUIS CLOS and LAND OF Z, from OZ EDITIONS.
 - Illustrations for an Escape Game book, published by FLEURUS EDITIONS.

ASIDE FROM FREELANCE

Teacher of character design & concept art for 6 years at the Condé Marseille school, and speaking in different schools on an occasional basis.

OTHERS

I currently work on a CINTIQ, and have a Wacom Mobile studio Pro so I can work on the go.