

clem frere

illustration, visual development,  
character design, background

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hello~

i am a french artist who moved to the UK in 2017; i have been working in the animation industry since. i have worn many hats in that time! that varied experience taught me a lot about the way global pipeline on a production works. it has allowed me to work efficiently not only within my own department, but to have the drive to make the other departments' jobs easier as well.

in my spare time i enjoy reading, drawing for myself, playing video games and tabletop roleplaying games like Dungeons & Dragons with my friends!

## experience

|             |   |   |
|-------------|---|---|
| 2025        | <b>Background lead</b> on an unannounced project  |  |
| 2025        | <b>Background artist</b> on <i>The Elephant, Act 2</i>  |  |
| 2023 > 2025 | <b>Designer &amp; background artist</b> on <i>The Wonderfully Weird World of Gumball (season 1)</i> |  |
| 2022        | <b>Background artist</b> on <i>Rick &amp; Morty: Wormageddon</i>                                    |  |
| 2019 > 2021 | <b>Visual development artist &amp; character designer</b> on <i>Dead End: Paranormal Park</i>       |  |
| 2018 > 2019 | <b>Layout artist</b> on <i>Elliott From Earth</i>   |  |
| 2017 > 2018 | <b>Layout &amp; background artist</b> on <i>The Amazing World of Gumball (season 6)</i>             |  |
| 2016        | Graduation from <b>MOPA (Supinfocom Arles)</b>  |   |