

CAMILLE WEEFUR

CHARACTER & CONCEPT ARTIST

Maryland, USA

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PROFILE

Versatile 2D character artist of 10 years in digital art, and 5 years in remote lead art roles for private client and indie video game projects. Strong ability to deconstruct and replicate numerous styles. Highly effective at clear storytelling through diverse cast designs. Expertise in research, visual analysis, and art direction.

SKILLS AND STRENGTHS

Sequential Art, Agile Project Management, Leadership & Collaboration, Verbal/ Written Communication, Concept Art

TECHNICAL PROFICIENCIES

Clip Studio Paint EX, Adobe Photoshop, Aseprite, Google Suite, Microsoft Office Suite, Social media sites, Atlassian JIRA

RELEVANT EXPERIENCE

Lead Graphic Artist

Various private clients | Remote

Spring 2014 - Present

- Established art direction for projects, including ancient Celtic art, Romantic era painting, and heavy-ink comic styles
- Produced dozens of fashion concepts, from historically-accurate 1800s European attire to diverse modern street style
- Delivered game-ready character sprites with over 50 modular expressions and poses
- Proactively collaborated with team members and adjacent departments, aligning workflow with the production pipeline
- Managed expectations and broke down possible solutions and risks with clients and creative directors
- Recruited/led 2 environmental artists to create 70 assets and 3 interactive interior backgrounds under a strict deadline

Director

Coda Blue | Baltimore, MD

May 2020

Personal pen name

- Directed a small remote team during a one-month dev cycle, and published a short tragic visual novel, maintaining to date a 4.9/5 star score out of 250+ player ratings on Itch.io

Intern Concept Artist, Sequential Artist

bully! Entertainment | Baltimore, MD

Dec 2019 - Feb 2020

- During a 3-month internship, storyboarded a published, interactive virtual narrative experience for *Kulipari: Dream Walker*, an animated streaming television series
- Delivered detailed character reference sheets and animatic-ready files, proactively communicating with the art team and creative director, leading to a higher-quality output delivered in less time.

OTHER WORK EXPERIENCE

Sales Consultant

Best Buy

Nov 2018 - Aug 2019

Product Demonstrator

Daymon Worldwide

Feb 2016 - Jan 2018

EDUCATION

Associate of Arts, Visual Arts

Anne Arundel Community College

Sep 2020