

CAMERON FELT

Background Design and Paint Artist

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EXPERIENCE

Background Artist—Adventure Noises Studio

June 2023 - Current

- Collaborate with the studio director to develop backgrounds and 2D assets for multiple animation projects.
- Able to adapt to different artistic styles and project requirements, ensuring a cohesive and seamless integration of backgrounds with character animation.
- Experience in animation clean-up and color in Toon Boom Harmony.

Background Artist—BTV Media (*Infamous Swoosh and CypherDen*)

May 2023 - Current

- Created backgrounds for animated video series, while ensuring consistency with the production's overall artistic direction and style.
- Utilized storyboards to take backgrounds from layout to design and final color.

Visual Novel Background Artist—(BLANK) HOUSE Games & Foxglove Games

June - Current 2025

- Collaborated closely with art directors to interpret and translate script descriptions and visual references into background artwork for a 2D story-based game.
- Creating multiple lighting versions for backgrounds, additional props, and detailed overlay/underlay layers.

PROJECTS

Background Artist—Foxdrift Studio, “Boba Monsters” (*Dating Simulation Game*)

April - May 2024

- Created the main visual novel background for the Steam game.

Lead Background Artist—Built By Crows, “A Prayer from the Blackbox” (*Short Film*)

July 2023 - Oct 2024

- Designed and painted backgrounds for a 2D animation short film.

EDUCATION

School of Art and Design, University of Central Florida

BFA in Studio Arts, Painting; Minor in Art History

BG Design for Animation Production Pipeline, Warrior Art Camp Spring 2023

A comprehensive 9-week course on background design for animation

Software

Adobe Suite and Photoshop

Cintiq owner/user

Toon Boom Harmony Premium

Skills

Background Design and Paint

Animation Clean-up and Color

Color Design

File Organization