

Muhammad Ilham

Illustrator design & Animator

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Banda Aceh, Indonesia

SUMMARY

Creative and detail-oriented Character Designer with over 7 years of experience in the entertainment and gaming industry. Skilled in developing original character concepts, reference sheets, and expressive illustrations with strong visual storytelling. Known for delivering consistent, high-quality results and adapting to diverse client needs. Experienced in collaborating with cross-functional teams, staying current with industry trends, and continuously improving workflows to enhance design impact and audience engagement.

EXPERIENCE

Character Refrence Sheet Design 07/2024 - Present
Vgen ↗
Commissioned for a Chibi Tweening project by Hololive Indonesia, showcasing high-quality and in-demand illustration skills. Achieved verified status on VGen, recognizing credibility and consistent performance as a top-tier illustrator.

Senior Character Designer 01/2016 - 05/2019
XYZ Gaming Solutions

- Led a team of 7 junior designers in producing market-leading gaming characters, resulting in a 15% increase in game sales.
- Initiated a workshop series that helped the team adapt to 5+ emerging art styles, elevating game design to a new level.
- Leveraged Sketchbook Pro to create 300+ unique visuals for in-game assets, enhancing player experience significantly.
- Improved cross-functional collaboration with the development team, reducing rework cycles by 30%.
- Mentored 10+ interns, fostering a culture of creativity and industry best practices within the team.

EDUCATION

Computer Engineering 08/2022 - Present
Syiah Kuala University - Undergraduate of Computer Engineering

SKILLS

Aseprite	Expert	Illustrator	Advanced
Communication Skills	Expert	Storyboarding	Intermediate
Concept Art	Expert	2D Animation	Intermediate

LANGUAGES

English	Intermediate	Indonesia	Native
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