

abzhakim

Art Director + Illustrator

ABZ HAKIM

ART DIRECTOR / ILLUSTRATOR

Bringing a playful touch to character design, logos, brand identities, games, and the enchanting world of children's book content and illustrations, Abz is known for turning imaginative ideas into visually captivating and whimsical creations.

Skilled at leading creative teams and delivering exceptional results, Abz is trusted by clients for a unique blend of artistic expressions, professionalism, and an unwavering commitment to creative excellence.

EXPERIENCE

01 SENIOR ILLUSTRATOR, SWEET CHERRY PUBLISHING

London, England | May 2023 - Present

- Delivers enchanting, reading experiences for young audiences by passionately illustrating children's book with a strong, creative flare,
- Collaboratively transforms ideas and scripts into captivating visuals by working closely with clients and authors.
- Brings stories to life through imaginative,, industry standard and engaging illustrations,

02 CREATIVE LEAD, ABWAAB

Amman, Jordan | Aug 2020 - Feb 2003

- Managed a team of creatives, fostering a collaborative environment that resulted in the consistent delivery of exceptional creative visuals across print, digital, and multimedia platforms, earning recognition for excellence within the company and industry.
- Redefined the company's artistic vision and creative strategy, pioneering the implementation of cutting-edge design principles that revitalized the brand's visual identity, resulting in brand recognition and consumer loyalty.

03 ART DIRECTOR, LEAD ILLUSTRATOR, MEMAC OGILVY

Amman, Jordan - 2014 - 2015

- Created creative and innovative ads for print and TV, specializing in character design, storyboarding, and brand identities.
- Crafted whimsical illustrations for various brands and products in advertising.
- Collaborated closely with both local and international clients, while also guiding and managing junior designers to produce engaging visual stories that achieved outstanding results.

04 ART DIRECTOR, KIDDOLOGY

Toronto, Canada - 2012 - 2013

- Brainstormed and presented ideas and graphics to management, team, and co-workers.
- Successfully helped in developing the company's brand identity, mascots and icons.
- Created original characters, e-books, assets and storyboard designs.
- Implemented user-friendly game interfaces and layouts.

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05 SENIOR ILLUSTRATOR / GRAPHIC DESIGNER, GOOD WORLD GAMES

Toronto, Canada - 2010 - 2011

- Led a dynamic team of junior illustrators, providing mentorship and guidance in developing their artistic skills, resulting in an increased standard of artistic excellence across the department.
- Developed game concepts, character designs, assets, storyboards, logos, icons and animations for the company, and posts for social media.
- Presented solutions, concepts, and strategic marketing ideas to the company.

06 SENIOR GRAPHIC DESIGNER & ANIMATOR, TALL TREE GAMES

Toronto, Canada - 2009 - 2010

- Lead Graphic Artist and Animator for the Facebook game Fish World.
- Time management, communication, and researching skills developed.
- Worked closely with the CEO, Project Managers, Art Directors, and other employees.
- Fully designed mobile versions of the desktop games our company created.

07 JR. GRAPHIC DESIGNER, WUNDERMAN

Amman, Jordan - 2008 - 2009

- Managed campaigns and important initiatives from concept to completion.
- Worked with brand identities and guidelines.
- Developed problem solving, time management and presentation skills.

EDUCATION

- 3D Multimedia Animation
Humber College | 2007
- Design Foundations
Humber College | 2005
- Highschool Diploma
Toronto, Canada | 2004

SKILLS

- Illustration
- Character Design
- Colour Theory
- Logo + Icon Design
- Concept Art
- Storyboarding
- Team Leader

PROGRAMS

- Apple
- Windows
- Adobe Photoshop
- Adobe Illustrator
- Procreate

MENTIONS & PUBLICATIONS

