Contact

gustiadrianta5@gmail.com

www.linkedin.com/in/gustiadrianta (LinkedIn)
gustifx.art/ (Portfolio)

Top Skills

Event Organizing
User Interface Design
Game Design

Languages

Indonesian (Native or Bilingual)
English (Native or Bilingual)

Certifications

Microsoft Word Participation
2nd Place Roblox GFX Competition | Special Independence Day
2nd Place Microsoft Word Competition

Gusti Made Budi Adrianta

3D Artist and Graphic Designer
Buleleng, Bali, Indonesia

Summary

Howdy! I'm Gusti, a Graphic Designer and 3D Modeler with over 7 years of experience in game development. I specialize in crafting visual assets that bring virtual worlds to life, from thumbnails and icons to detailed 3D models. Every design I create is built to capture attention, drive player acquisition, and establish a strong brand identity from the very first glance.Collaboration is at the heart of my creative process. I work closely with clients to understand their vision, then layer my own creative expertise to deliver work that not only meets expectations but exceeds them. Whether I'm designing game environments, curating fashion collections, or producing promotional assets, I consistently deliver cohesive, high-impact visuals.My designs have contributed to generating over 200 million cumulative visits across the games in my portfolio proof that strategic, high-quality visuals drive meaningful results.I'm always open to new collaborations. Let's connect and bring your dream game to life!

Experience

Roblox

Graphic Designer | Roblox
August 2018 - Present (8 years 2 months)
Indonesia

I specialize in crafting compelling thumbnail and icon designs that serve as the cornerstone of a game's visual identity. By strategically enhancing both upcoming and established Roblox titles, I ensure each game captures immediate attention and drives user acquisition before a player even clicks 'Play'.

Collaboration is at the heart of my process, I work closely with clients to interpret their game concepts, then layer my own creative expertise to elevate the outcome. The result is a refined, high-impact design that not only fulfills the brief but actively boosts player engagement.

As an independent graphic designer, my work has contributed to generating over 200 million cumulative visits across the games in my portfolio proof that strategic design drives real results.

Shinji Sho

Graphic Designer | Shinji Sho
October 2025 - Present (1 year)
Indonesia

As a Freelance Graphic Designer for Shinji Sho, I specialize in creating standout visual assets for Indonesia themed games, including Ular Tangga and Layangan. My primary responsibility is designing compelling thumbnails and icons that make each game instantly recognizable and appealing to players.

Every thumbnail I produce is carefully composed to balance visual impact with clarity, using vibrant colors, dynamic layouts, and culturally relevant imagery to capture the playful spirit of traditional Indonesian games. I ensure each design effectively communicates the game's core experience while maintaining a polished, professional finish.

Beyond thumbnails, I develop cohesive icon systems that unify the studio visual identity across multiple game titles. Working as an independent freelancer, I bring flexibility and dedicated creative focus to every project. The result is a consistent, engaging visual language that drives downloads, builds player trust, and strengthens Shinji Sho reputation as a creator of authentic Indonesian gaming experiences.

Baju Nusantara

Style Feed Manager | Baju Nusantara
May 2025 - Present (1 year 5 months)
Jakarta, Indonesia

I manage and curate fashion collections as a Style Feed Manager and Visual Designer for game development. My focus is on showcasing the Baju Nusantara collection within Roblox presenting each piece through compelling visual storytelling that highlights the richness of Indonesian cultural heritage.

Every apparel piece I design is built as a high-quality 3D model, crafted with precision and optimized for the Roblox platform. From intricate fabric patterns

to form-fitting silhouettes, I ensure each model is visually accurate and delivers an authentic fashion experience for players.

To complement the 3D work, I design promotional graphics and curate a cohesive visual feed that presents each collection in its best light. The result is a seamless, aesthetically engaging presentation that captures attention, drives engagement, and strengthens the game's overall brand identity.

Malang Creative Center

Event Organizer | Malang Creative Center
January 2026 - February 2026 (2 months)
Malang

Beyond digital design, I stepped into a dual role as Event Organizer and Graphic Designer for the Volumetric community at Roblox Festival 2026, hosted at Malang Creative Center. I was responsible for the complete visual execution of the community booth, designing everything from layout to branding assets to ensure a cohesive, eye-catching presence that elevated the community's visibility at the event.

VoluKukus Studio

Game Designer | VoluKukus Studio
February 2023 - February 2026 (3 years 1 month)

I serve as a 3D Modeler and Builder, specializing in high-quality asset creation for Roblox game development. I design and craft detailed, visually compelling 3D models that form the structural and aesthetic foundation of immersive gaming experiences, bridging the gap between concept art and playable reality.

Topic Indonesia

Game Developer | Topic Indonesia
December 2020 - December 2024 (4 years 1 month)
West Bogor, Jawa Barat, Indonesia

I serve as a Designer, 3D Modeler, and Builder in game development, specializing in end-to-end visual asset creation for the Roblox platform. My work spans both 2D and 3D from detailed environmental models and functional in-game objects to high-impact ad banners, game icons, and thumbnails.

I design and craft high-quality 3D models that form the structural and aesthetic foundation of immersive gaming experiences. Every asset I create is built with

precision and visual appeal, ensuring it enhances both the playability and the overall atmosphere of the game.

Beyond 3D, I bring the same level of craftsmanship to 2D marketing assets designing compelling thumbnails, icons, and banners that capture attention and drive player acquisition. Whether modeling complex environments or crafting storefront visuals, I deliver cohesive, high-quality designs that elevate a game's identity from first glance to deep gameplay.

Education

Universitas Sebelas Maret

Bachelor of Business Administration, Business Administration and Management, General · (July 2026)