

UNTAI STUDIO

COMPANY PROFILE 2026



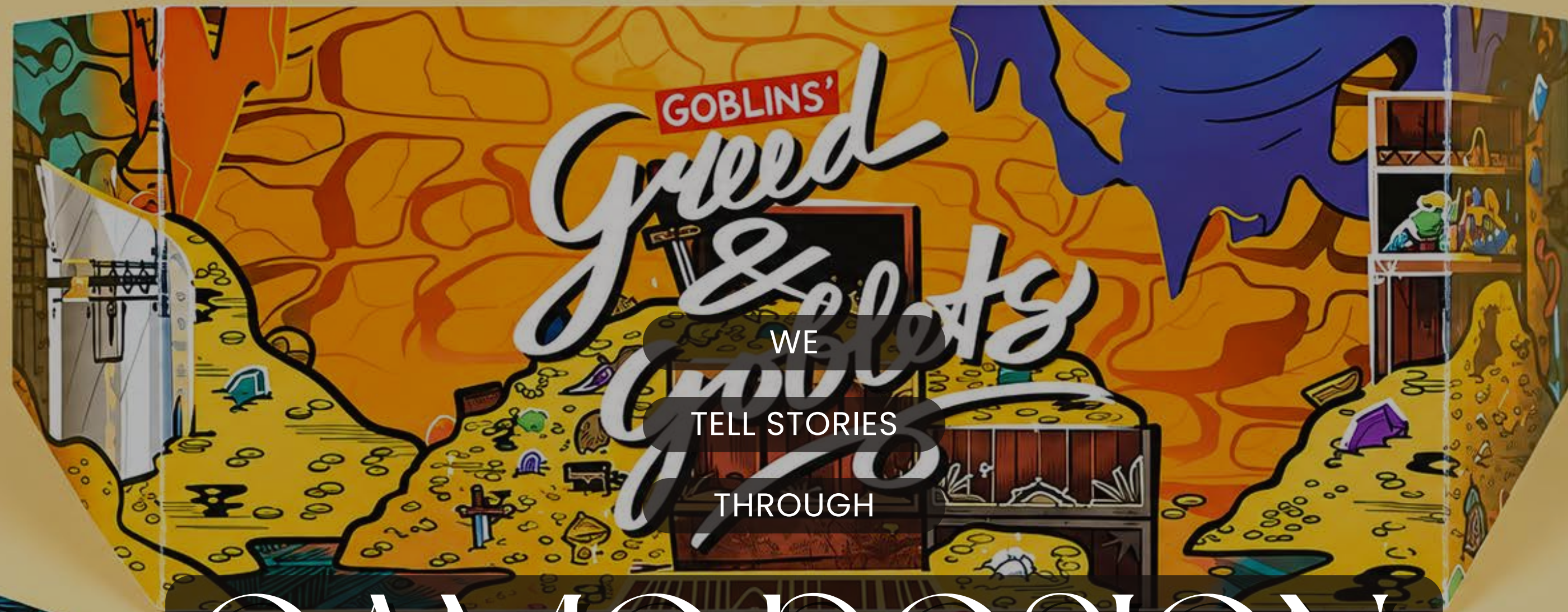
FROM VIBE TO VISUAL, WE TELL IT ALL



UNTAL Studio is a creative team based in Indonesia, turning bold ideas into standout visuals since 2017.

From digital vibes to physical spaces, we mix art, culture, and tech to create illustrations that hit different – not just pretty, but full of meaning.

We're all about staying flexible, listening closely, and pushing creative boundaries to make sure every design feels right for you. Whether you're launching a brand, building a world, or just want something that pops, we're here to bring your vision to life – with heart, hustle, and style.



WE
TELL STORIES
THROUGH

GAME DESIGN

WWW.UNTAIKISAH.COM



JINXO

BOARDGAME ILLUSTRATION



Custom
Illustration
and Packaging
Design

GAME OF THE
YEAR AWARD
2026
WINNER in
BERLIN

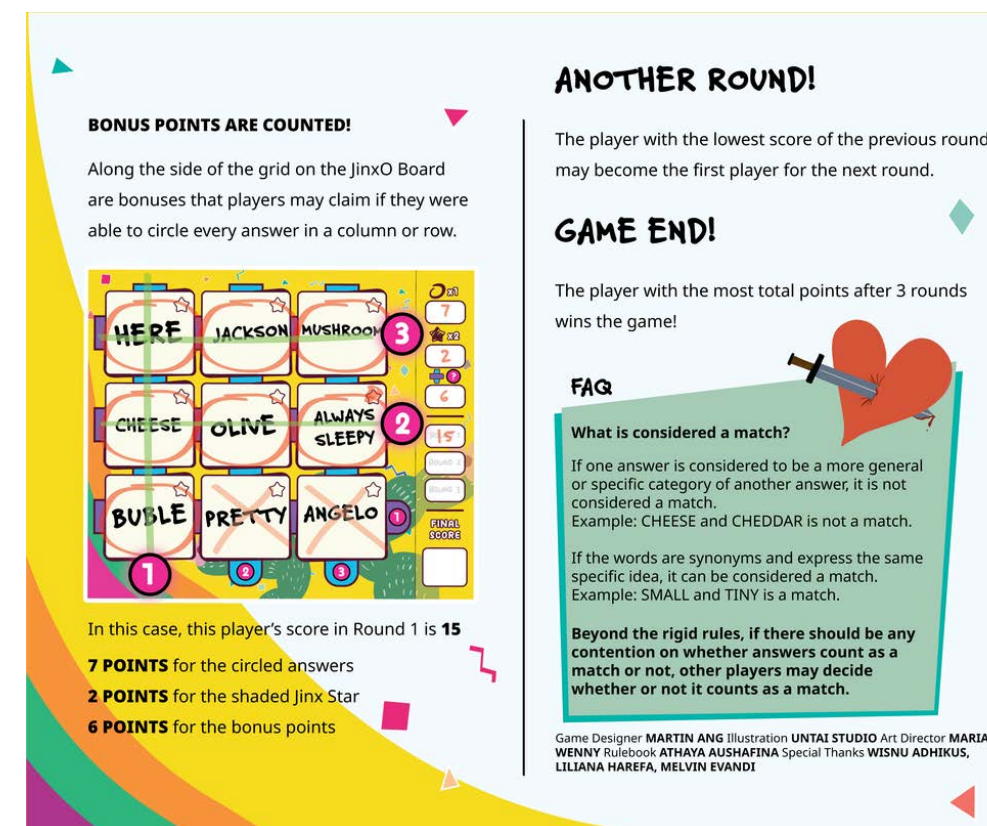
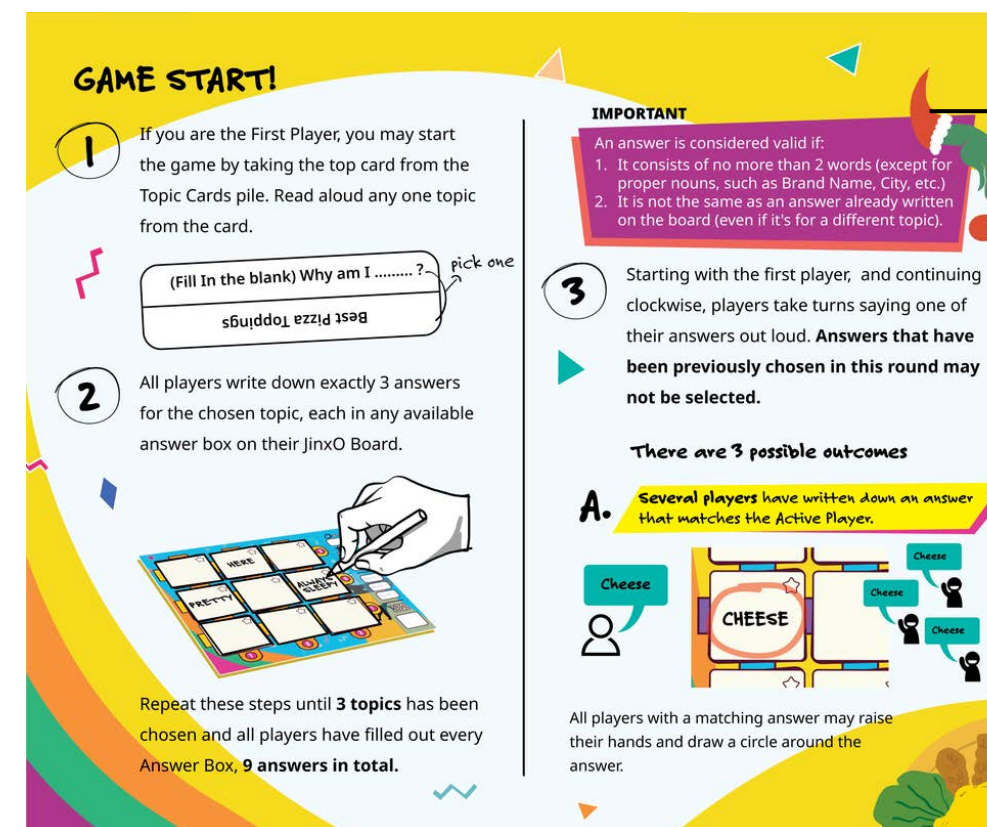
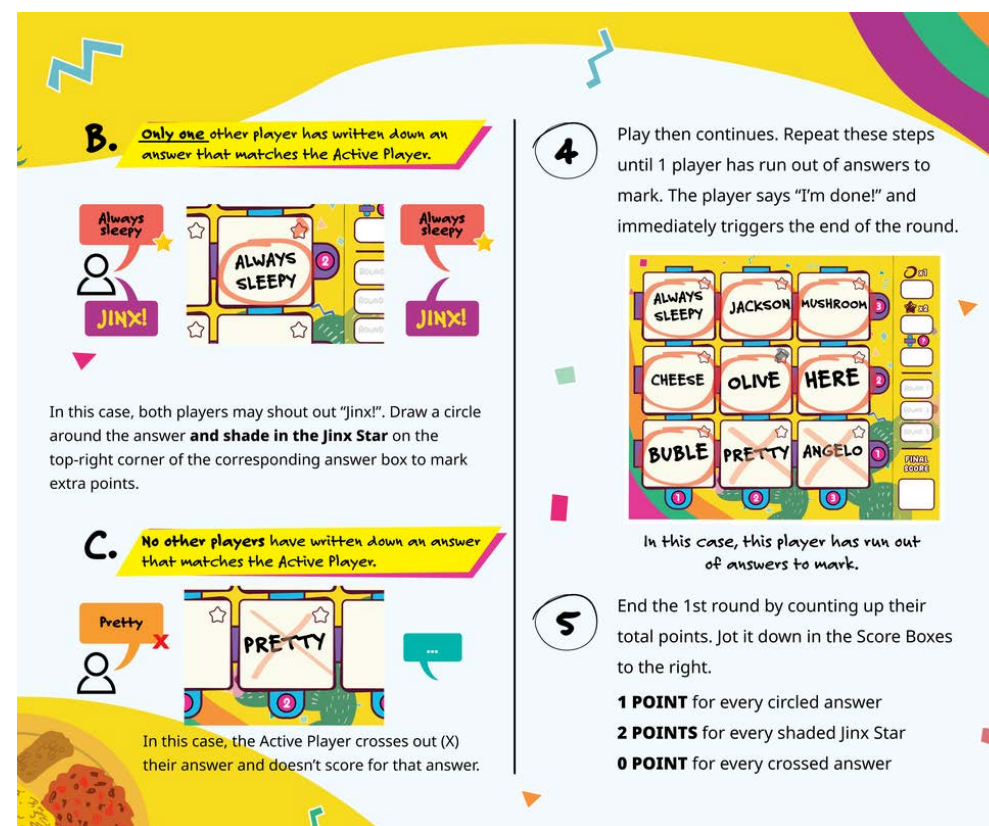
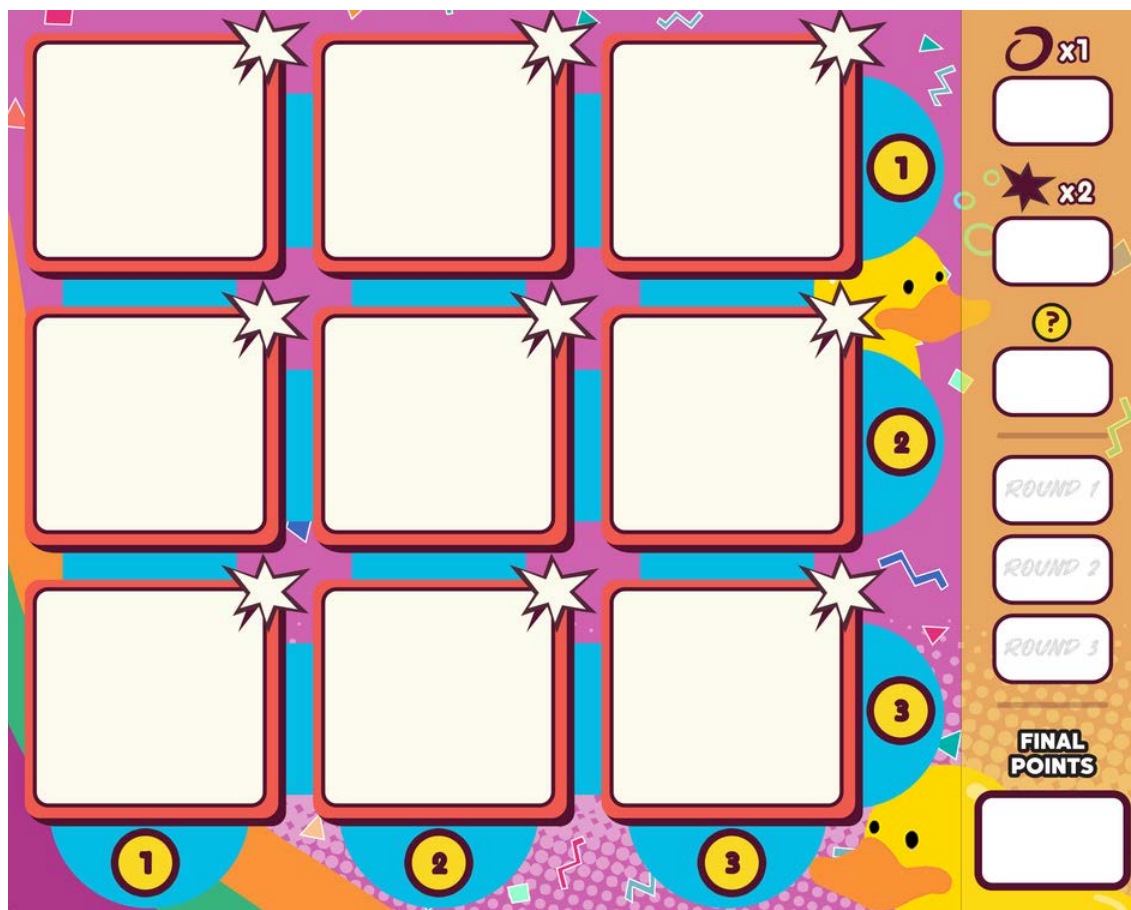
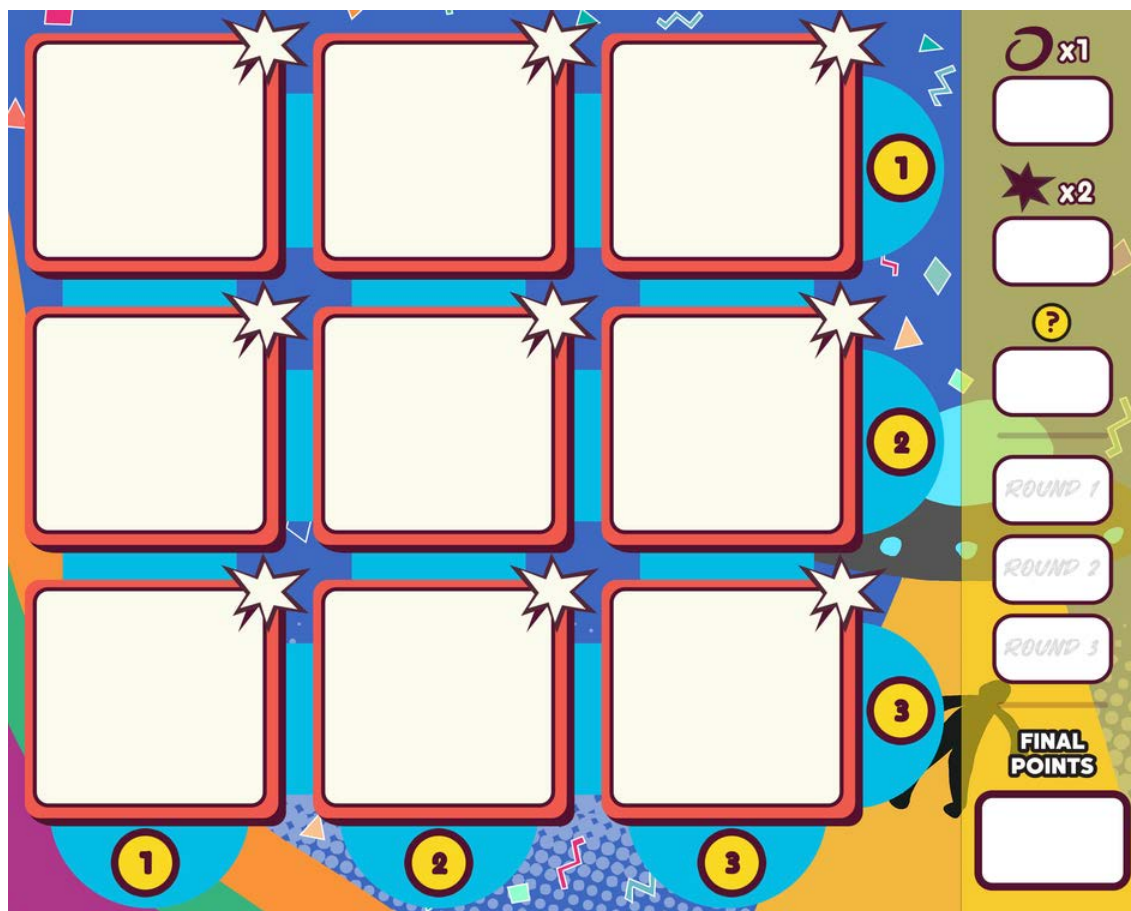


JINXO

BOARDGAME ILLUSTRATION

Player Board and Rulebook Design

Full Custom Illustration



IMPORTANT
An answer is considered valid if:
1. It consists of no more than 2 words (except for proper nouns, such as Brand Name, City, etc.)
2. It is not the same as an answer already written on the board (even if it's for a different topic).

3 Starting with the first player, and continuing clockwise, players take turns saying one of their answers out loud. **Answers that have been previously chosen in this round may not be selected.**

There are 3 possible outcomes

A. Several players have written down an answer that matches the Active Player.



All players with a matching answer may raise their hands and draw a circle around the answer.

ANOTHER ROUND!

The player with the lowest score of the previous round may become the first player for the next round.

GAME END!

The player with the most total points after 3 rounds wins the game!

FAQ

What is considered a match?
If one answer is considered to be a more general or specific category of another answer, it is not considered a match.
Example: CHEESE and CHEDDAR is not a match.

If the words are synonyms and express the same specific idea, it can be considered a match.
Example: SMALL and TINY is a match.

Beyond the rigid rules, if there should be any contention on whether answers count as a match or not, other players may decide whether or not it counts as a match.

Game Designer MARTIN ANG Illustration UNTAI STUDIO Art Director MARIA WENNY Rulebook ATHAYA AUSHAFINA Special Thanks WISNU ADHIKUS, LILIANA HAREFA, MELVIN EVANDI

GOBLINS GREED & GOBLET

BOARDGAME DESIGN & ILLUSTRATION

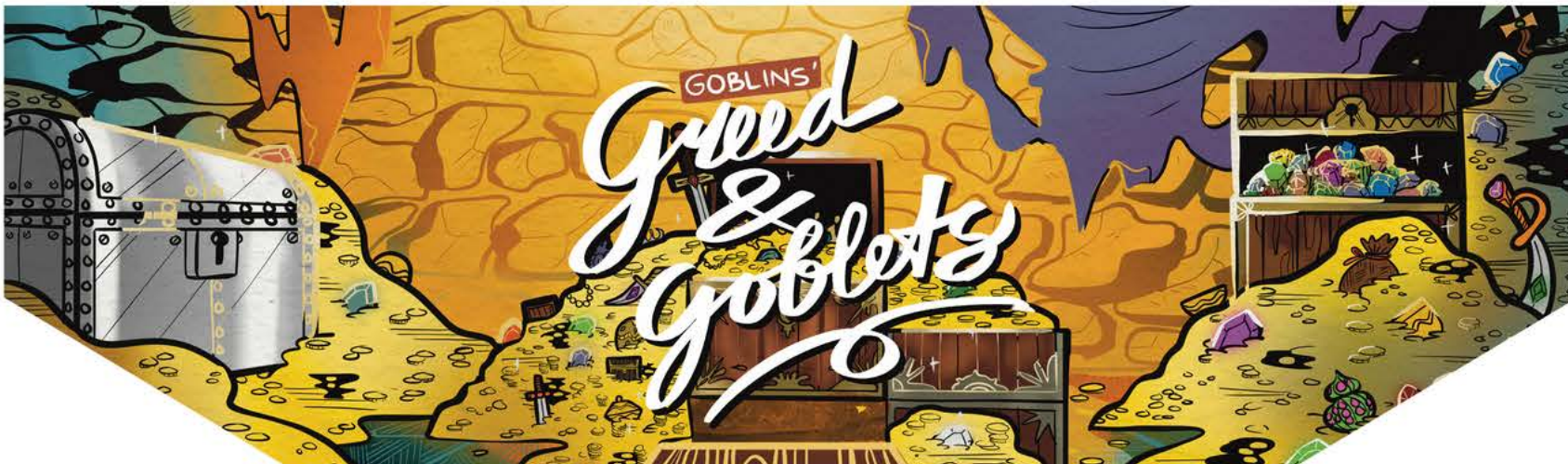


Custom Illustration
and Packaging Design



GOBLINS GREED & GOBLET

BOARDGAME DESIGN & ILLUSTRATION



Player Board
and Rulebook
Design

Gameplay
mechanic
Full custom
Illustration





1.62

BOARDGAME DESIGN & ILLUSTRATION



Packaging and
Card Design

Gameplay
mechanic
Full custom
Illustration



GAMEATHON 2022
AUDIENCE FAVORITE
AWARD



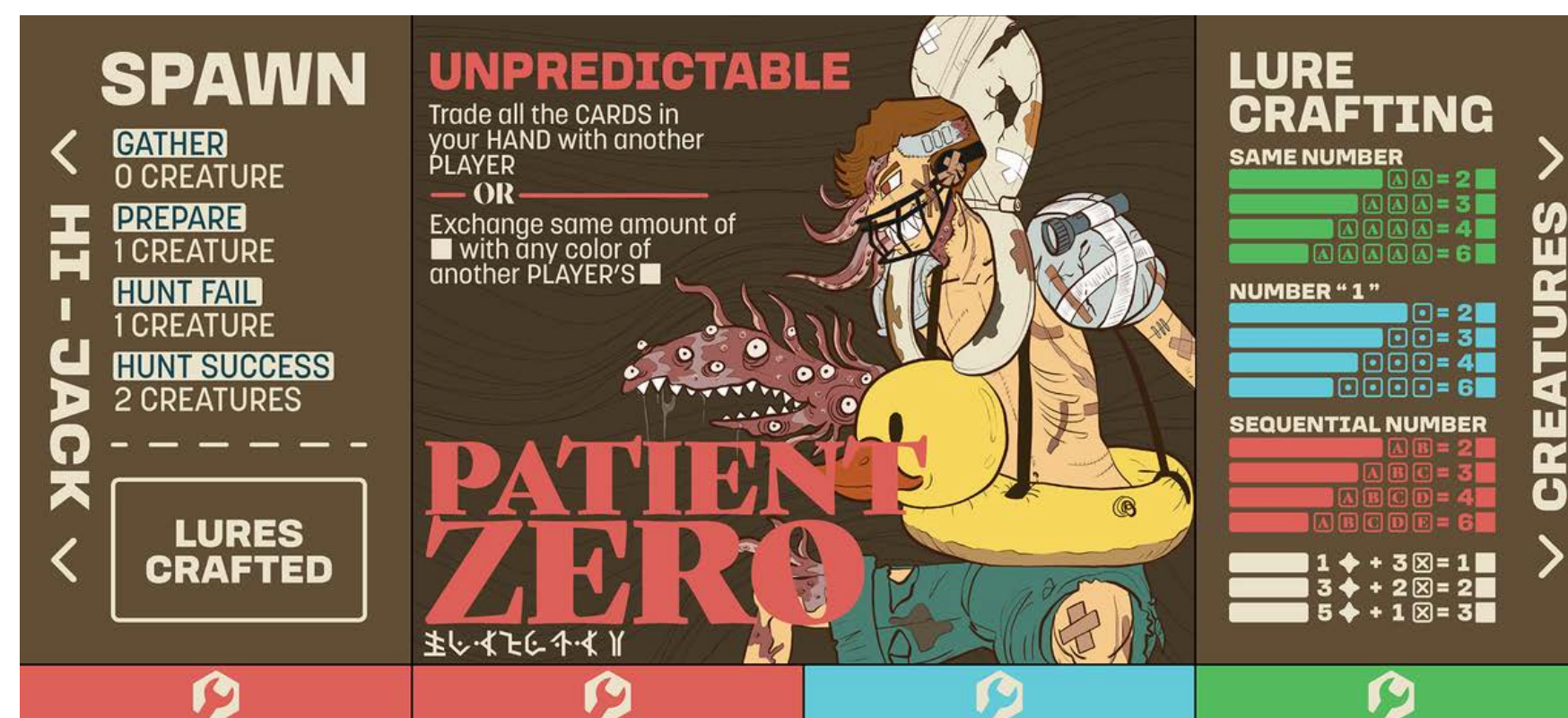
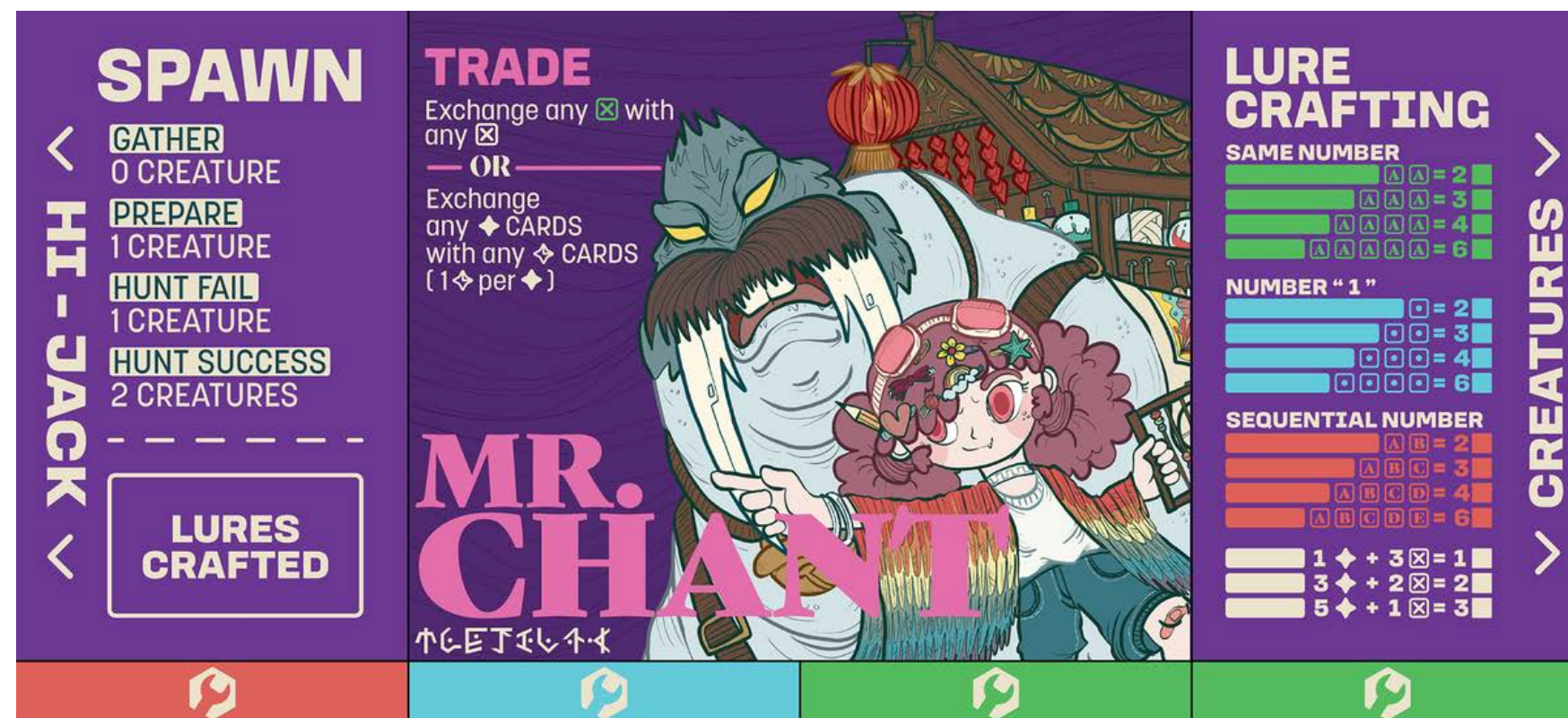
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BOARDGAME DESIGN & ILLUSTRATION



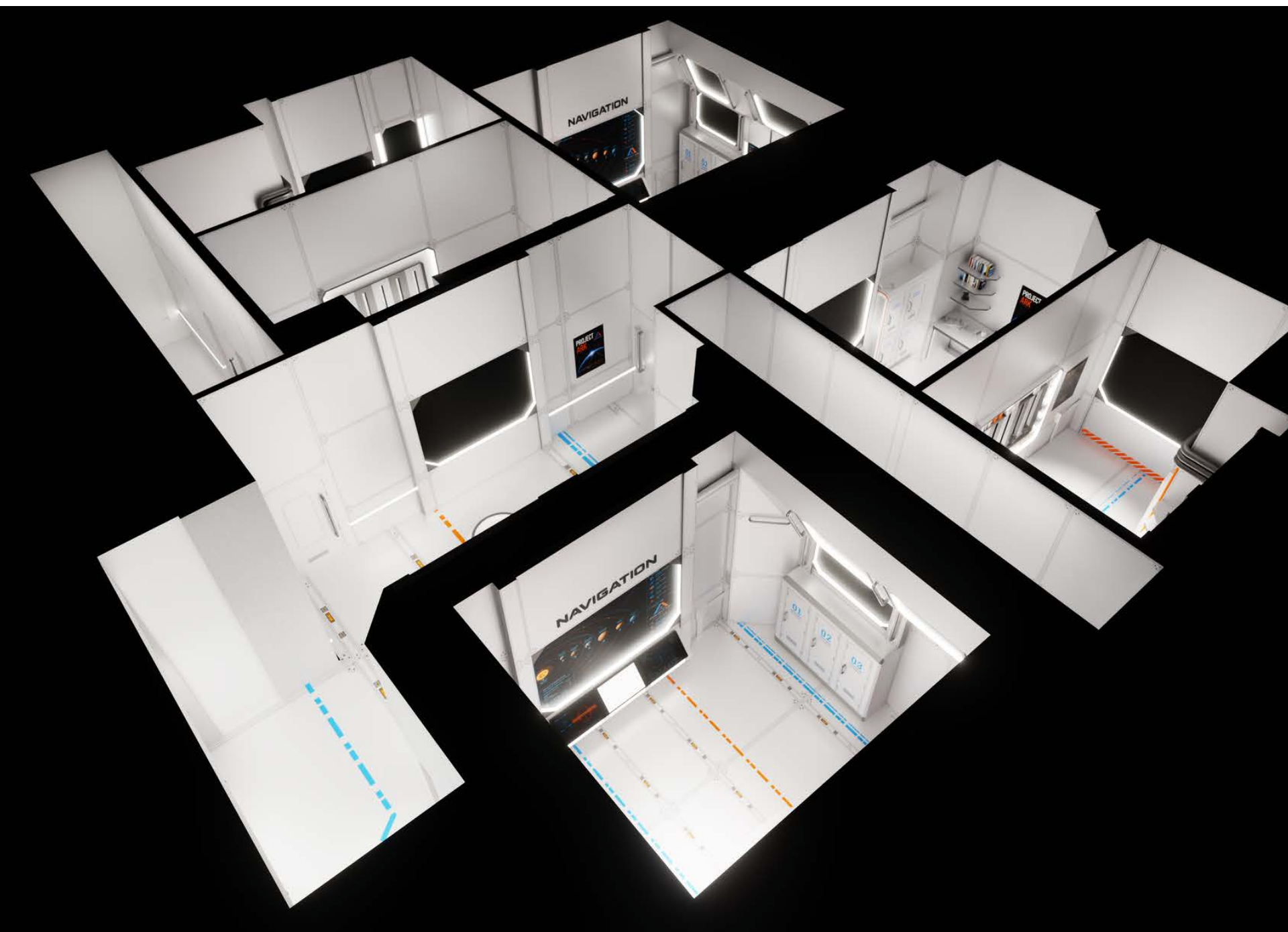
Cards and
Player Boards
Design

Full Custom
Illustration



KREDIVO ESCAPE ROOM

GAME DESIGN and SET DESIGN



KREDIVO ESCAPE ROOM

GAME DESIGN and SET DESIGN





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THROUGH

ILLUSTRATION

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PORSCHE RWB#1 SURABAYA

MASCOT CREATION, ILLUSTRATION, ANIMATION, MERCHANDISE DESIGN



Mascot and animation design for Porsche's RWB#1 launching in Surabaya

GRAND MERCURE HOTEL MALANG

WALL DECORATION



Custom Artwork
for Wall
Decoration

Smoking Area



GRAND DAFAM SIGNATURE YOGYAKARTA

WALL DECORATION and CARPET DESIGN



Custom Artwork
for Carpet



SHEILOV & CO.

CONCEPT, ILLUSTRATION, and PACKAGING DESIGN



Custom Illustration for Packaging





SHEILOV & CO.

CONCEPT, ILLUSTRATION, and PACKAGING DESIGN



- Custom Illustration for Stickers, Labels, Greeting Cards
- Animation Video for Promotion Needs



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THROUGH

3D WORKS

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WEDDING SET DECOR

DECOR CONCEPT AND SET



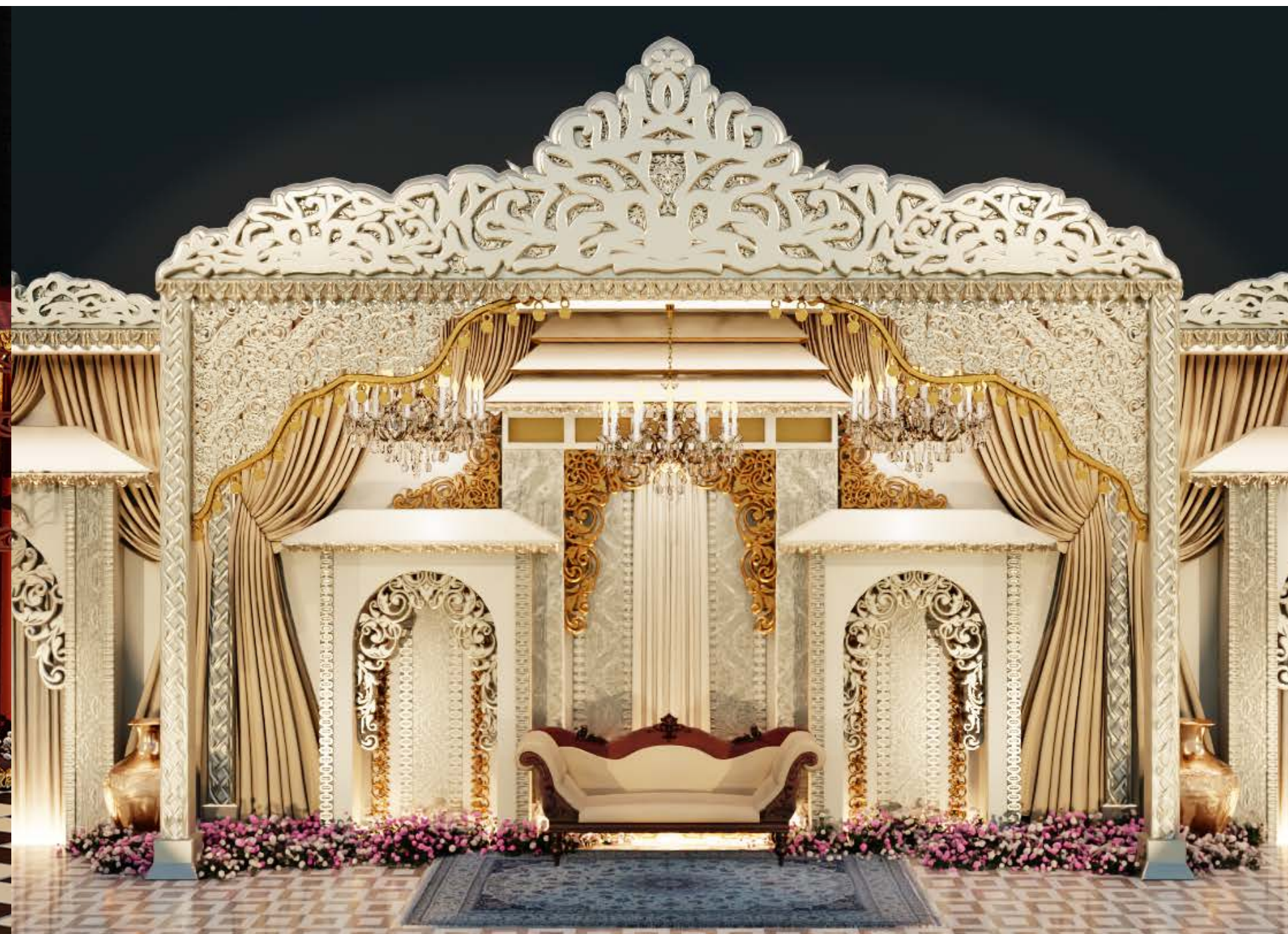
WEDDING SET DECOR

DECOR CONCEPT AND SET



WEDDING SET DECOR

DECOR CONCEPT AND SET



WEDDING ANIMATION

LED CONTENT





CHARACTER DESIGN

CHARACTER MODELING, RIGGING and
ANIMATION



PACKAGING DESIGN

MODELLING and ANIMATION





WE

TELL STORIES

THROUGH

ANIMATION

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TELKOMSEL

ILLUSTRATION AND ANIMATION



Illustration and animation
for year end review
presentation event

LMS UBAYA

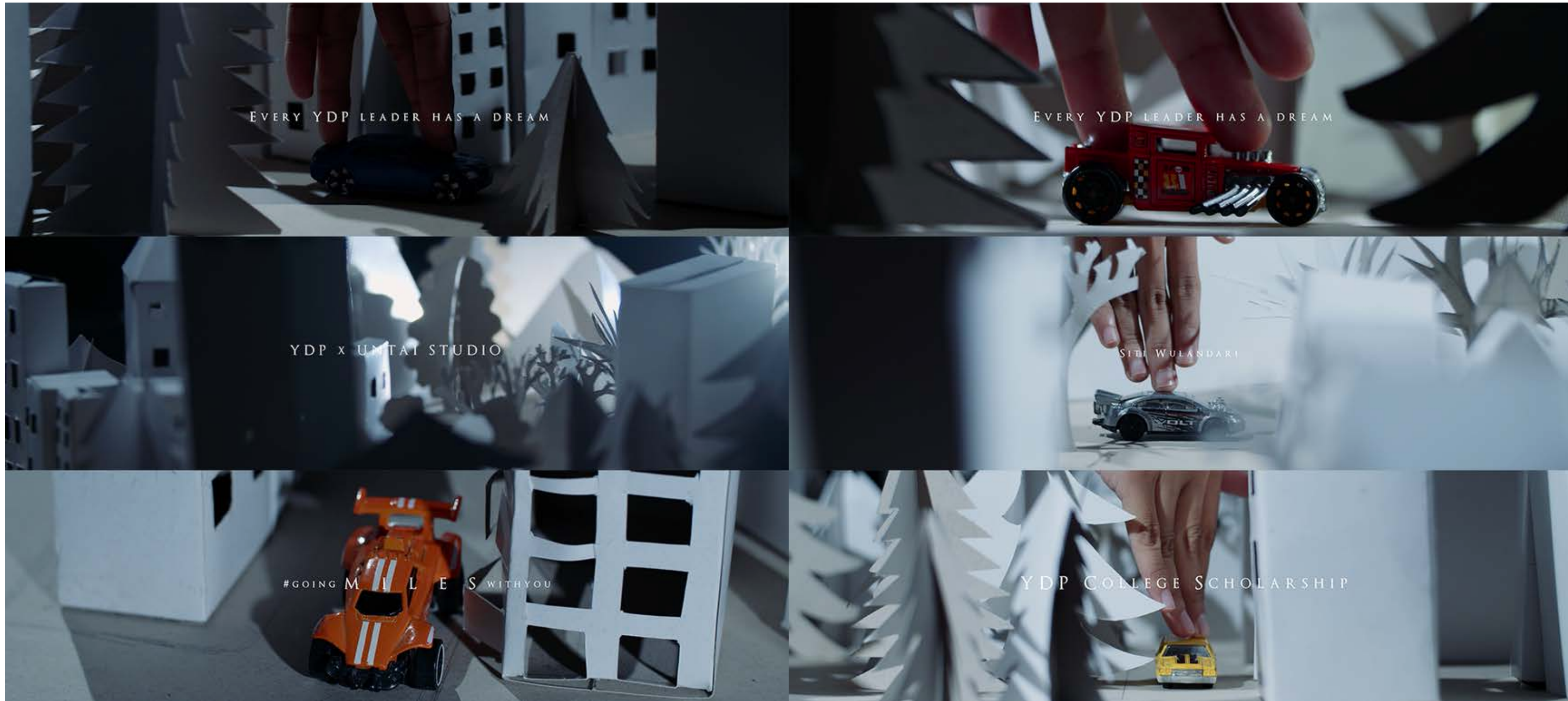
INTERACTIVE ANIMATION



Interactive animation learning tool for Ubaya Pharmacy Major

GOING MILES WITH YOU

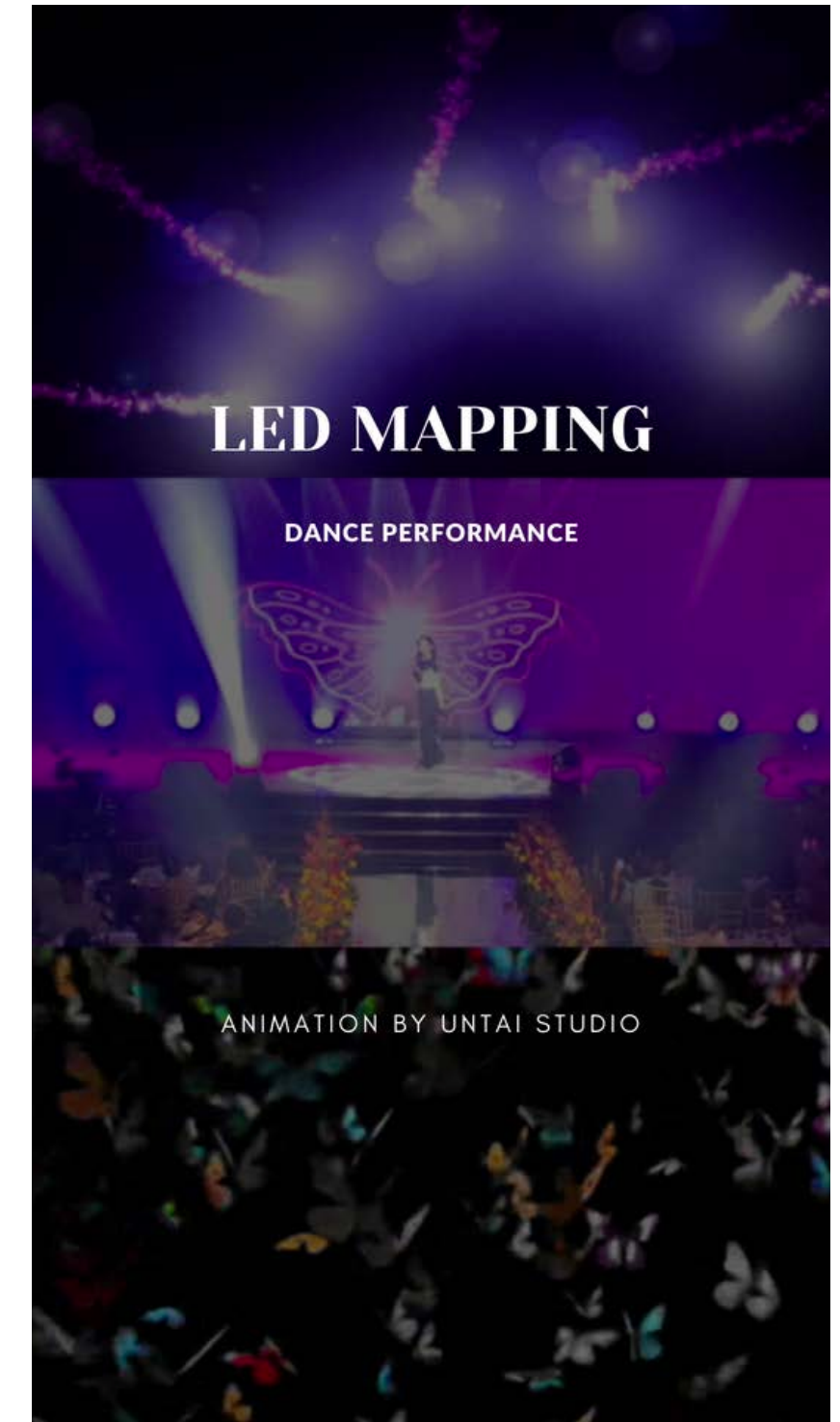
VIDEO CAMPAIGN



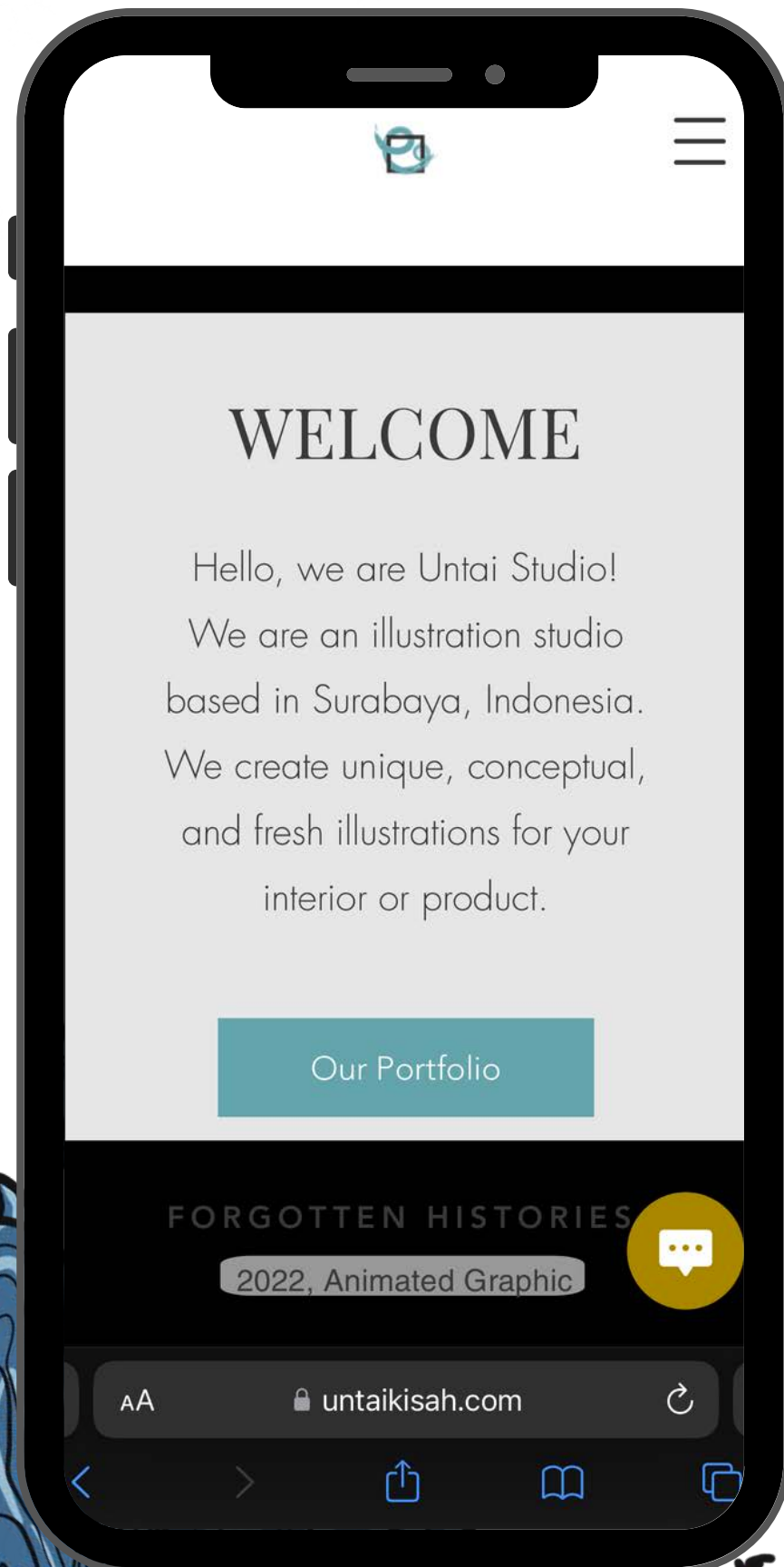
A fund raising video campaign for a non profit
organization to support Surabaya youth from
underprivileged families

CAHAYA WIRAWAN 70TH BIRTHDAY

ANIMATION



Animation background and interactive mapping for a musical celebrating the life of Mr. Cahaya Wirawan



LET'S CONNECT WITH US



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