



Mohammed Karam

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Mohammed (Meka) Karam is a Toronto-based full-time Concept and Environment Artist with over 10 years of experience in the animation and gaming industry, working closely with clients including PlayStation, Marvel, Netflix, and Mattel. He's worked on a wide range of projects, including comics, AAA video games, VR experiences, and theme park attractions. Some of these projects have been featured in and won awards at major film festivals, including Sundance. His work has been featured in A Dark Horse's the Art of He-Man Masters of the Universe artbook. He has a bachelor's degree in Illustration from Sheridan College.

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SAMPLE WORK

