DEVOTED
STUDIOS

ABOUT US

DEVOTED
STUDIOS

Our Studio

- We're your partner in Engineering, Co-Development, Porting, Art and End-to-End Production.

- Our goal is to enhance outsourcing efficiency, providing a one-stop shop for all aspects of game development, from A to Z.

- Our team is made up of experienced, multinational production managers who understand external development.

- Devoted delivers full-cycle game & co-development through a strategic blend of in-house production leadership, top creative talent and a curated global network of trusted studios.

Trusted By

RIOT GAMES · ARENANET · HIDDEN PATH ENTERTAINMENT · EPIC GAMES · TURTLE ROCK STUDIOS

inXile ENTERTAINMENT · 343 INDUSTRIES · PROLETARIAT · OBSIDIAN entertainment · Microsoft

Meta · 2K · grab · NetEase Games

As well as more than 100 other companies all around the world
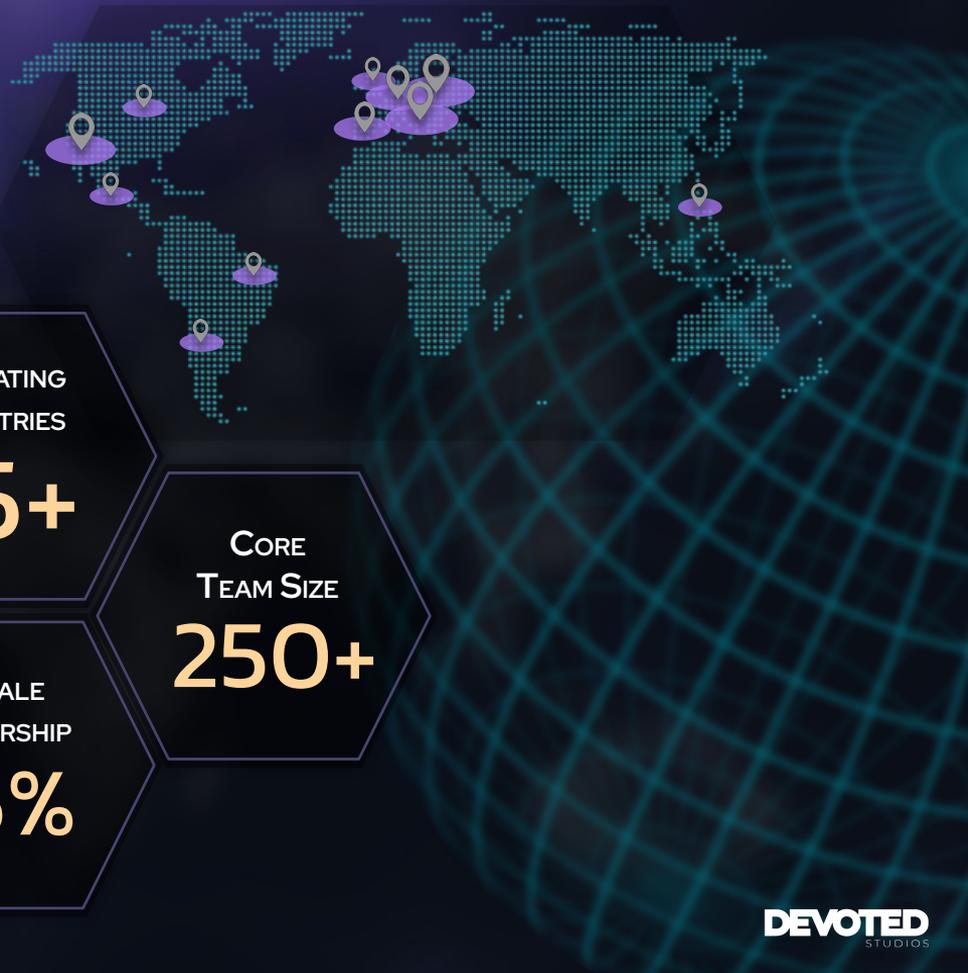
DEVOTED STUDIOS Key Personnel

Iryna Vishnetskaia
VP of Production

Five Nights at Freddy's SECURITY BREACH · GUILD WARS 2 · HALO THE MASTER CHIEF COLLECTION · LEAGUE OF LEGENDS

Flavius Alecu
Chief Technology Officer

RED DEAD REDEMPTION II · GRAND THEFT AUTO FIVE · EVERYWHER3 · PS5

Jason Millena
Executive Creative Director

RuneScape · THE LORD OF THE RINGS HEROES of MIDDLE-EARTH · JURASSIC WORLD PRIMAL OPS · GAME OF THRONES BEYOND THE WALL

Ryan Lastimosa
Studio Art Director

CALL OF DUTY · TITANFALL · CALL OF DUTY MODERN WARFARE 2 · APEX LEGENDS

Igor Kovalov
Executive Art Director

GUILD WARS 2 · APEX LEGENDS · LEAGUE OF LEGENDS · EVERYWHER3 · WWE 2K22 · HALO 2

Eugene Kasyan
3D Art Director

THE OUTER WORLDS 2 · MINDSEYE · GUILD WARS 2 · PREDECESSOR · WWE 2K22

Our Services

INTRODUCTION

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CoDev / Engineering / Porting

Embedded experts, seamless execution

- Porting to all platforms
- Co-Development
- Engineering
- Gameplay & UI Engineering
- Optimization
- Tools creation
- Live Operations Support
- Unity, Unreal, or Proprietary engines

Full-cycle Production

Owning delivery from concept to launch

- Original and Licensed Game Concepts
- Full Game Design Documentation
- Vision Frameworks and Strategy
- Production Plans, Style Guides
- PC, Mobile, Web, and VR production
- Narrative and Worldbuilding
- Core gameplay and meta-game

End-to-end Art Production

From style guide to shipped assets

- End-2-end character creation
- End-2-end environment creation
- Level Art
- Tech Art & Lighting UE / Unity / C++
- Animation / Rigging / Mocap clean up
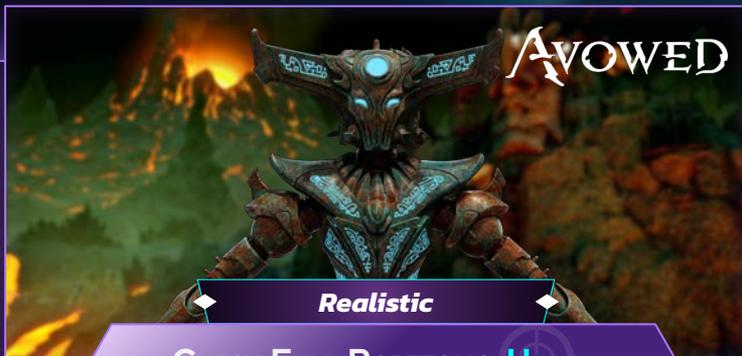- Key Art and illustrations

Supporting all popular platforms

Unity | UNREAL ENGINE | NINTENDO SWITCH | PlayStation

android | iOS | XBOX | Windows

Art Portfolios

Realistic

CHECK FULL PORTFOLIO HERE

Stylized

CHECK FULL PORTFOLIO HERE

Cartoony

CHECK FULL PORTFOLIO HERE

Hand-painted

CHECK FULL PORTFOLIO HERE

ARC Raiders

A multiplayer extraction adventure, set in a lethal future earth, ravaged by a mysterious threat known as ARC.

embark

DEVOTED STUDIOS

ENGINES AND PLATFORMS: XBOX PS5

TEAM ROLE

- **Co-development**: Extension of the core team to improve feature systems
- **UI implementation & engineering**: End-to-end UI build, integration, and tech execution
- **Optimization**: Targeted performance and responsiveness gains

CO-DEV   ENGINEERING

SELECTED WORKS

TEAM ROLE AS A CODEV PARTNER

- **Co-development & UI engineering**: Embedded delivery for shippable UI and systems
- **Feature engineering support**: Implemented features and unblocked teams across disciplines
- **Services integration**: Integrated platform and backend services for live connectivity

CO-DEV   ENGINEERING

RISK OF RAIN 2

Escape a chaotic alien planet by fighting through hordes of frenzied monsters

gearbox software

DEVOTED STUDIOS

ENGINES AND PLATFORMS: Unity XBOX Nintendo Switch PS4 PS5

Selected Works

TEAM ROLE

- Co-dev & Porting to Switch, PS4, PS5, Xbox One, Xbox X|S.
- Integration of all network features.
- Rendering optimization.
- Support for DLC.

OUR ACHIEVEMENTS

✓ Boosted FPS performance by 57% on all levels.
✓ Introduced Multiplayer to PS and Xbox platforms, featuring 4-player coop.
✓ Prepared the game to certification. As part of "Survivors of the Void" DLC
✓ DLC certification passed on all platforms from the 1st try.

CO-DEV   PORTING

RISK OF RAIN 2

Escape a chaotic alien planet by fighting through hordes of frenzied monsters

gearbox software DEVOTED STUDIOS

ENGINES AND PLATFORMS: XBOX NINTENDO SWITCH PS4 PS5

PORT DEVELOPMENT JOURNEY

	Network Optimization	Rendering Optimization	Performance Improvement	DLC Addition
MILESTONE				
RESULT	Introduced 4 players Co-op to PS & Xbox versions	Stabilized & Improved performance for all game versions	Increase performance by 57% across all levels	Clear platform certification on first submission

We're especially proud of:

Successful port of Gearbox's Unity-powered roguelike Risk of Rain 2, well-received by players.

We optimized shaders, scenes, post-processing, and materials, boosting performance by 57% across all levels.

DLC addition "Survivors of the Void" cleared platform certification on first submission, strengthening our partnership with Gearbox.

SPECTRE DIVIDE

An innovative free-to-play 3v3 tactical shooter

MOUNTAINTOP

DEVOTED STUDIOS

TEAM ROLE

- **Co-development & Engineering:** Contributed to the early version of Spectre Divide, helping to bring this unique concept to life.

OUR ACHIEVEMENTS

✓ Comprehensive Tool Prototyping: Developed tools for Level, Weapon, Ability, Customization, Rigging, and Debugging.

✓ Art and Animation Pipeline Optimization: Optimized the workflow from Maya to UE4, including shader testing and UE4 Animation Controller setup.

SPECTRE DIVIDE ™

SELECTED WORKS

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CO-DEV   ENGINEERING

THE OUTER WORLDS 2

ENVIRONMENT LIGHTING

TEAM ROLE

- In-game & cinematic Lighting
- 3D characters creation

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LIGHTING   3D ART

MINDSEYƎ™

ENGINES AND PLATFORMS:

Lighting Setup   UE5

TEAM ROLE

- Lighting
- Level Art
- Engineering
- Modular environment

The **lighting** was developed in close partnership with the BARB team and Devoted, creating a visually striking and fully immersive experience that draws players into the game.

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Lighting Setup UE5

The **lighting** was developed in close partnership with the BARB team and Devoted, creating a visually striking and fully immersive experience that draws players into the game.

TEAM ROLE

- End-to-end environment creation
- Level and Tech art
- Lightning
- 3D characters

SELECTED WORKS

END-TO-END PRODUCTION   TECH ART   LEVEL ART   3D ART

Palia

Palia is a free-to-play, massively multiplayer online (MMO) life simulation game.

SELECTED WORKS

TEAM ROLE

- Co-development, Engineering, Tools & UI
- Primary Objective: Implementation of meta-game features
- Secondary Objective: Bug Fixing

OUR ACHIEVEMENTS

- ✓ Created player house with plot customization
- ✓ Debugged Party/Navigation system
- ✓ Integrated chat system with in-game emojis
- ✓ Developed in-game photography with creative filters

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CO-DEV   ENGINEERING

SPELLBREAK

A battle royale game that combines magic, roguelike, and RPG elements

PROLETARIAT DEVOTED STUDIOS

ENGINES AND PLATFORMS:

SELECTED WORKS

TEAM ROLE

- Parallel Porting
- Optimize assets for Nintendo Switch compatibility
- Create platform-appropriate UI for Nintendo Switch

OUR ACHIEVEMENTS

✓ Simultaneously shipped along with the original release, without delays and in quality.
✓ Deep optimizations of CPU and GPU performance, allowing smooth gameplay on Switch.

PORTING

Sunderfolk

Couch co-op, turn-based tactical RPG where your phone is the controller!

ENGINES AND PLATFORMS:

Up to four players, with a choice of six unique classes!

SELECTED WORKS

TEAM ROLE

- Co-Dev Partner
- Porting Partner
- Tech Art
- Engineering

OUR ACHIEVEMENTS

✓ Became co-dev partner after delivering porting earlier than we planned.
✓ Porting to Switch, XBox Series X|S and PS5.
✓ Assisted the game development & design according to each platform requirements

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CO-DEV   PORTING   TECH ART   ENGINEERING

Five Nights at Freddy's
SECURITY BREACH

VR survival horror

DEVOTED STUDIOS

STEEL WOOL

ENGINES AND PLATFORMS:

XBOX · Unreal · NINTENDO SWITCH · PlayStation

TEAM ROLE

- Porting to Nintendo Switch
- Porting of DLC for PS4, PS5, Xbox One, Xbox X/S, Switch

OUR ACHIEVEMENTS

- ✓ Achieving stable 30 FPS on Switch, using up to 1024 textures,
- ✓ and tuning Light and Shadows to provide quality gameplay.
- ✓ Stabilizing performance on the past gen consoles (60 fps avg) while bringing
- ✓ in visual improvements to hit quality comparable with PC version Ultra settings.

PORTING

SELECTED WORKS

Five Nights at Freddy's
SECRET OF THE
MIMIC

Survival horror

STEEL WOOL
DEVOTED STUDIOS

ENGINES AND PLATFORMS:
XBOX
Nintendo SWITCH
PlayStation

TEAM ROLE

- **Porting**: Platform adaptation with performance and compliance support
- **Co-development**: Embedded delivery aligned to partner vision and milestones
- **UI & gameplay engineering**: Feature implementation, integration, and iteration support
- **Tech art**: Pipelines, shaders, VFX, and performance-minded content support
- **Art production**: Asset planning, coordination, and high-quality delivery

CO-DEV   PORTING   TECH ART

DEVOTED STUDIOS

ENGINES AND PLATFORMS:

XBOX · Unreal · NINTENDO SWITCH · PlayStation

Why Devoted?

SELECTED WORKS

1 Reviews praised **how closely the Switch version matched the PS4 version.** Prompted by this success, Steel Wool granted us access to the Xbox and PS versions of the game.

2 This collaboration with Steel Wool has since expanded, with ports of **"Ruin", the Security Breach DLC, FNAF: Help Wanted** for PS5 PSVR 2 and Xbox, along with undisclosed titles currently in development.

Achieved seamless performance on Switch without compromising quality

XBOX

DLC Porting: Successfully brought "Ruin" DLC to multiple platforms

Certification Success: All submissions cleared on 1st attempt

Port for Switch
FNAF: Security Breach

NINTENDO SWITCH

Expansion to Xbox / PS: Optimized to hit nextgen quality level

PS5

FNAF: Help Wanted was ported for PS5 PSVR 2

IRE
a prologue

A focused prelude to Ire that blends stealth, light puzzles, and pursuit into one nerve-wracking run.

probably **MONSTERS**

DEVOTED STUDIOS

ENGINES AND PLATFORMS:

TEAM ROLE

- **Technical design**: Clear systems execution from paper to build
- **Gameplay implementation**: Hands-on experience crafting and integration
- **Final polish**: Tightened feel, fixed issues, maximized tension

OUR ACHIEVEMENTS

✓ Enabled the team to hit launch deadlines on a compressed schedule with minimal onboarding, driven by our **design team's expertise** and **hands-on support.**

AIRPHORIA
FORTNITE × NIKE

SELECTED WORKS

Airphoria Vol. 2: Enter the DN Dimension is an immersive gaming experience

TEAM ROLE

- Full dev from creative concept to final execution.
- Tech Art, post-Processing Camera Effects, VFX, lighting, optimization.
- World-building, set dressing, and level design.

OUR ACHIEVEMENTS

- ✓ 2 gameplay styles, 4 themes, 2 islands, less than 3 months.
- ✓ Optimized stunning custom assets in the stringent UEFN framework.

📑 FULL-DEV   🧊 3D ART   ⠿ TECH ART   ⚡ LEVEL ART

THE BAZAR

An upcoming free-to-play Hero Builder developed by Tempo. Set in a vibrant, ever-changing galactic marketplace

TEMPO **DEVOTED** STUDIOS

ENGINES AND PLATFORMS:

iOS

TEAM ROLE

- Co-Development
- UI Implementation
- Art Production

OUR ACHIEVEMENTS

✓ We delivered over 13 different screens, completely integrated in-engine.

✓ After the successful completion of the original request, three more screens were added to the scope.

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CO-DEV   ENGINEERING

NASCAR MANAGER ®

Compete in intense 1v1 sport contests against top rival race drivers worldwide!

TEAM ROLE

- Co-dev and reskin of an existing Hutch title
- Building off framework, gameplay and meta
- UI/UX Design and Creation
- 3D Environment Art and Design

OUR ACHIEVEMENTS

- ✓ Successfully transition development to client's internal team
- ✓ Overcame a short timeframe
- ✓ Overcame open guidelines for the 3D Environment Art Creation

CO-DEV   3D ART

FORZA CUSTOMS

DEVOTED STUDIOS

Hutch

ENGINES AND PLATFORMS:

SELECTED WORKS

TEAM ROLE

- Match-3 Level Design and Progression

OUR ACHIEVEMENTS

✓ We designed close to 1500 levels for this car-centric Match-3

✓ Working from the prototype well into full production, we fully designed the ramping difficulty without visibility in performance metrics from users.

LEVEL ART

SELECTED WORKS

OFFICIAL LAUNCH TRAILER

3rd 00:00.00

PROFILE INVENTORY MESSAGES SETTINGS

TUTORIAL MAXIM USA

PINS Free Up to 12 reward

0 to play

PLAY!

Snowboard - Slalom Round 1

HOW TO PLAY

Tap to gain speed during the starting countdown.

Pass near flags to gain a speed boost, but avoid hitting them!

Finish ahead of other players to gain more points.

Waiting for players 0s

TEAM ROLE

Devoted Studios engaged in co-development for the Olympic Games Jam and it's multiplayer mini-games, contributing to art production (2D & 3D), animations and level design and Dressing, Front-End Engineering, Gameplay creation, etc.

OUR ACHIEVEMENTS

✓ Created and integrated planned game mechanics

✓ Addressed technical hurdles from advancing technology and third-party updates

✓ Completed full development of dev and art production in line with IP and theme

CO-DEV LEVEL ART 2D ART 3D ART ANIMATION

WAR OF NOVA

A competitive 4X strategy game designed to test your tactical thinking and strategic skills.

Revolving GAMES

DEVOTED STUDIOS

ENGINES AND PLATFORMS:

TEAM ROLE

- Engineering
- Co-Development

OUR ACHIEVEMENTS

✓ **Speed workflow 5 times** by introducing map editor.
✓ Enhanced camera clarity, feel, and experience in gameplay
✓ Performance optimization

SELECTED WORKS

CO-DEV   ENGINEERING

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CUBIEVERSE
Explore the World!

TITANIUM TOASTER

DEVOTED STUDIOS

ENGINES AND PLATFORMS:

An exciting Real-world play-to-earn geolocation adventure!

TEAM ROLE

- Full development production
- End-to- End Art Production
- UI/UX Design and Creation

OUR ACHIEVEMENTS

- ✓ Geo location experiences
- ✓ Multiplayer
- ✓ Large player community
- ✓ Fun, engaging gameplay

SELECTED WORKS

FULL-DEV   END-TO-END CREATION   ENGINEERING

Art Projects

AVOWED

ENGINES AND PLATFORMS:

ART PROJECTS

TEAM ROLE

- End-to-End Art Production
- Scaled production to 50 people at peak

OUR ACHIEVEMENTS

- ✓ 4-year partnership
- ✓ Trusted partner across Microsoft Studios
- ✓ Evolved relationship across 5 Obsidian games (including Grounded, Grounded 2, Avowed, and The Outer Worlds)

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⚠ END-TO-END CREATION

AVOWED
Foliage Production

ENGINES AND PLATFORMS:

AVOWED

3D Clothing Creation Pipeline

High–Poly Sculpt → **Retopology** → **Final Render**

"The Obsidian team has been completely satisfied with Devoted Studios' performance in all aspects - art quality, time management, adherence to style and timeline, communication quality control. Devoted does an excellent job and never hesitates to run the extra mile to guarantee the best outcome. They are always punctual, have impeccable production management skills, offer high quality services and reasonably priced."

Chris Naves
Lead Art Outsourcing
Manager at Obsidian

SELECTED WORKS

AVOWED

In-game

Final Render

SELECTED WORKS

Selected Works

TEAM ROLE

- 3D character creation.
- 3D Hair.
- In-game & cinematic lighting
- Level Art
- Engineering
- Modular environment

LEVEL ART   ENGINEERING   LIGHTING   3D ART

BACK4BLOOD

END-TO-END CHARACTER PRODUCTION CUSTOMIZATION

Your characters, Your Way –
No Limits, No Boundaries

SELECTED WORKS

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The Outer Worlds 2

Character / Creature creation highlights:

In-game

3D Model

In-game

3D Model Red skin & White skin version

High-poly Sculpting

HALO
THE MASTER CHIEF COLLECTION

ART PROJECTS

LEAGUE OF LEGENDS®

ENGINES AND PLATFORMS:

End-To-End Level Art Production
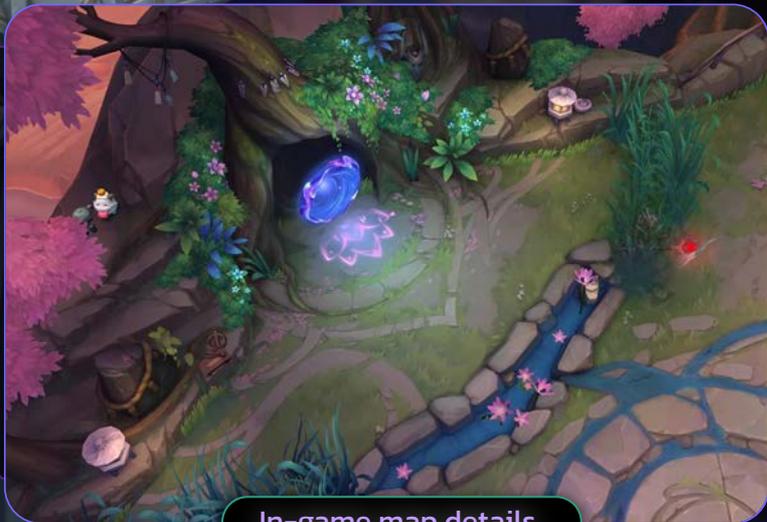
In-game map details
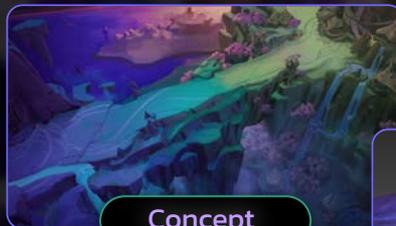
Concept

3D Level

In-game

ART PROJECTS
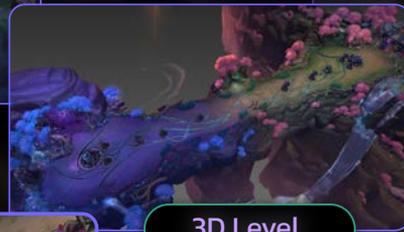
TEAM ROLE

Devoted Team successfully delivered an experience that blends League's classic style with fresh, thematic elements, creating something unique for players to enjoy.

Art Codev:
- End - 2 - end characters
- End - 2 - end Environment & Props
- In-engine integration

END-TO-END PRODUCTION

RIOT GAMES

DEVOTED STUDIOS

ENGINES AND PLATFORMS:

End-To-End Foliage Creation

Concept

3D Model

In game

End-To-End Character Creation

Concept Art

High-poly Sculpting & Retopology

First Pass Texture

In-game Model

End-to-end character production (from concept to engine) delivering production-ready, high-quality assets aligned with League of Legends' art style and performance standards, **with minimal feedback and full team autonomy.**

ART PROJECTS

FORTNITE

Exclusive Virtual Concert
From **Myles Smith**, **Kid Cudi** and **Sleepy Hallow**
Created in Fortnite

EPIC GAMES — Sony Immersive Music Studios — DEVOTED STUDIOS

ENGINES AND PLATFORMS:

TEAM ROLE

- End-to-End Character Creation
- Character rigging and skinning

SLEEPY HALLOW

myles smith

High-poly Sculpt

Retopology

Final Render

END-TO-END CREATION

3D ART

FORTNITE

Exclusive Virtual Concert From **Myles Smith**, **Kid Cudi and Sleepy Hallow** Created in Fortnite

EPIC GAMES — Sony Immersive Music Studios — DEVOTED STUDIOS

Engines and Platforms:

Art Projects

2D Phases

References
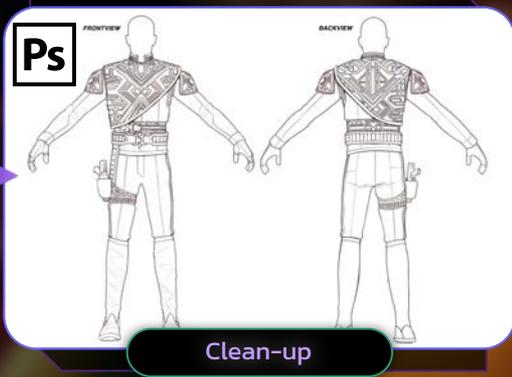
Clean-up

Coloring & Polish

3D Phases
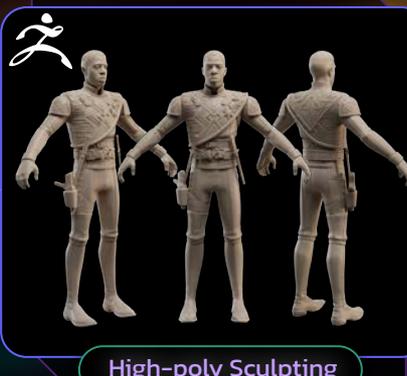
High-poly Sculpting

Bake & Texturing
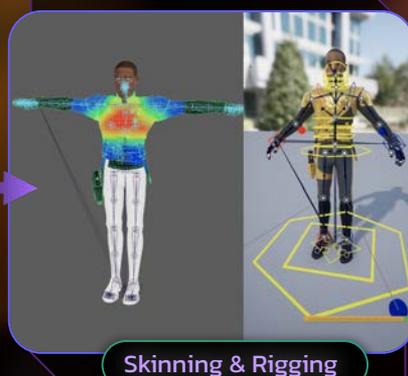
Skinning & Rigging

Animation

OVERWATCH®

ENGINES AND PLATFORMS:

OVERWATCH 2 CLASSIC LAUNCH TRAILER

Soldier 76 / Overwatch Academy Skin / Weapon

Faded Wood
Steel
Milled Metal
Black Anodized Aluminum
Painted Metal / Blue Finish
Gold

ART PROJECTS

TEAM ROLE

- 2D concept art for skins.

*"Ninel and the whole team at Devoted have been really excellent to work with. Their artists feel like they receive a lot of support, and it shows in how quickly they integrated into our style and rhythm of work– all the while being the magic partner that hit the dates and deliverables! I have nothing but good things to say– thank you **Devoted!"***

Keith Bachman
Senior Production Manager, Blizzard Entertainment

2D ART

OVERWATCH®

®

BLIZZARD
ENTERTAINMENT

DEVOTED
STUDIOS

ENGINES AND
PLATFORMS:

TEAM ROLE

- 2D concept art for skins.

ART PROJECTS

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PIONEERS OF NEW DAWN™

An MMO set in the persistent world of New Dawn, centuries after a global ecological disaster.
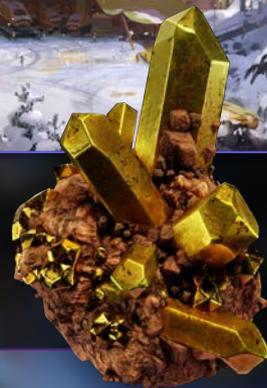
ARCTIC THEORY

DEVOTED STUDIOS

TEAM ROLE

- Concept art: 2D environments and characters
- 3D animation: Bringing characters and environments to life.
- Focused concept art aimed to refine 2D characters and develop environmental elements.
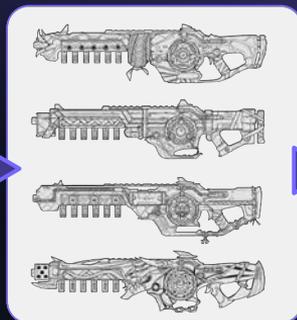
2D ART   ANIMATION   STYLIZED   3D ART

Main Stages for
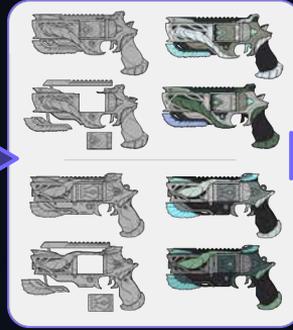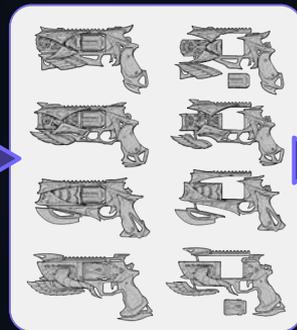## Creating weapon skins

Original Design + Skin

Sketch Defining Shape

Color Variations

Polish Angles & Callouts

Devoted **Art Directors** and **QAs** are reviewing all the deliveries done by that time on Daily basis.
ADs are making peinovers and ensuring that deliverables matching with the style and art directions provided to maximum possible extent.

Confident

PIONEERS OF NEW DAWN™

An MMO set in the persistent world of New Dawn, centuries after a global ecological disaster.

ARCTIC THEORY

DEVOTED STUDIOS

ENGINES AND PLATFORMS:

CREATING STYLIZED 3D CHARACTERS

ART PROJECTS

2D PHASES

Reference Collecting

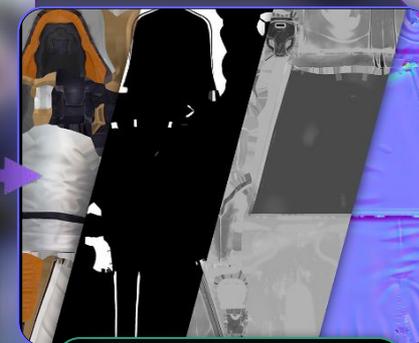Sketches Defining Shape

Color Variations

Polishing Details

3D PHASES

High-poly Sculpting

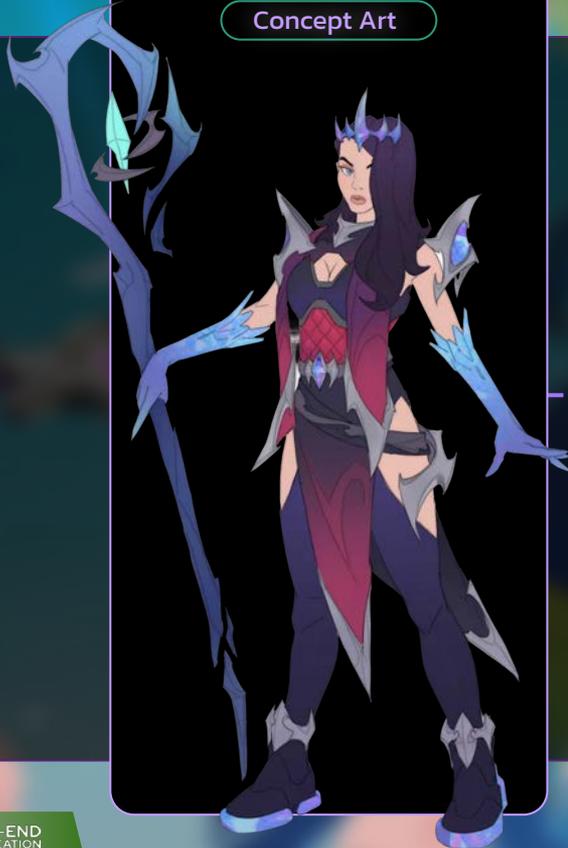Low-poly Retopology

Bake & Texturing

Maps Set Optimization

SEEKERS OF SKYVEIL

Games designed for people, not platforms.

Elodie DEVOTED STUDIOS

ENGINES AND PLATFORMS:

TEAM ROLE

- End-to-end characters, skins & weapons
- Skinning & Rigging
- 20 people at peak

Concept Art

High-poly Sculpt

Retopology

Final Render

"Speaking on behalf of my team we are very fortunate to have the Devoted team as a partner in development on this project. We're a very small team with limited time and resources - Devoted has been able to force multiply our abilities and close our gaps with their team of experts."

Sean-Paul Manning
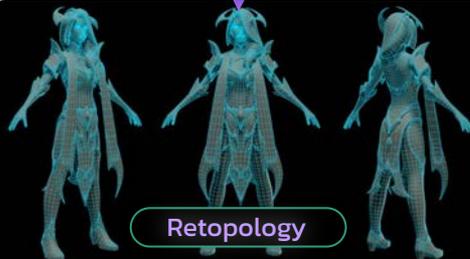Art Director, Elodie Games

Art Projects
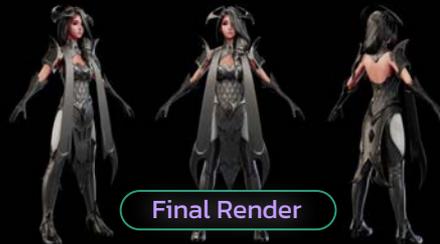
2D ART   3D ART   END-TO-END CREATION

SEEKERS OF SKYVEIL

Games designed for people, not platforms.

Elodie DEVOTED STUDIOS
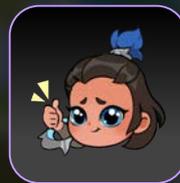
ENGINES AND PLATFORMS:

Finalized Characters

Sticker Collection

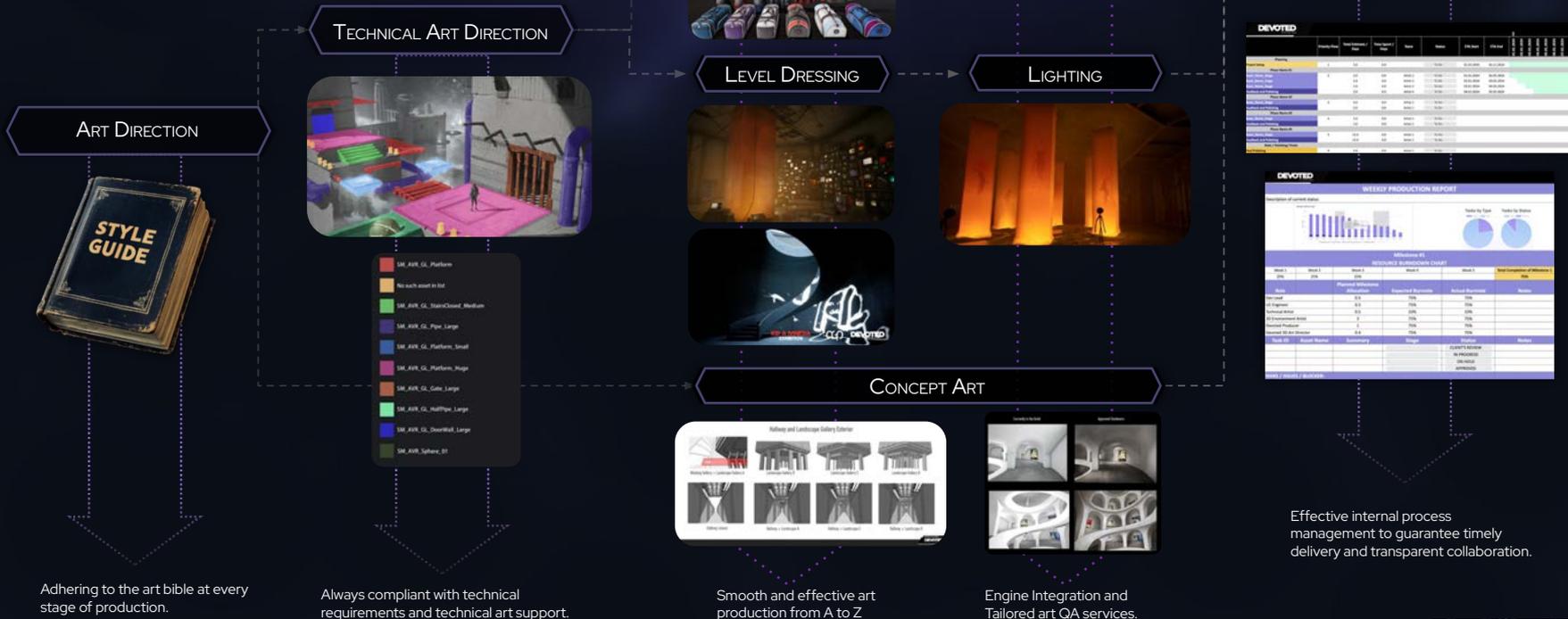ART PROJECTS

Process Overview

Our seasoned team manages the entire project life-cycle, integrating development, testing, and deployment to ensure efficiency and collaboration at every stage.

PROP ART

MODULAR KITS

PRODUCTION MANAGEMENT

TECHNICAL ART DIRECTION

SM_AVR_GL_Platform
No such asset in list
SM_AVR_GL_StairsClosed_Medium
SM_AVR_GL_Pipe_Large
SM_AVR_GL_Platform_Small
SM_AVR_GL_Platform_Huge
SM_AVR_GL_Gate_Large
SM_AVR_GL_HalfPipe_Large
SM_AVR_GL_DoorWall_Larger
SM_AVR_GL_Sphere_01

ART DIRECTION

LEVEL DRESSING

LIGHTING

CONCEPT ART

Adhering to the art bible at every stage of production.

Always compliant with technical requirements and technical art support.

Smooth and effective art production from A to Z

Engine Integration and Tailored art QA services.

Effective internal process management to guarantee timely delivery and transparent collaboration.

DEVOTED STUDIOS

What You Receive

PRODUCTION PIPELINES

Fully Ready Submissions

We are **100% responsible** for each delivery and nothing is sent from our art team to our clients without our **greenlight** and thorough **analysis**.

As our partner, you will receive submissions that are ready to be plugged into your game.

Time Tracking

Artists and developers track time spent using relevant JIRA tasks via **Tempo Plugin** and the Project Manager provides a time tracking report along with the tasks statuses:

- Once primary version is complete.
- Once internal feedback / tweaks are done.
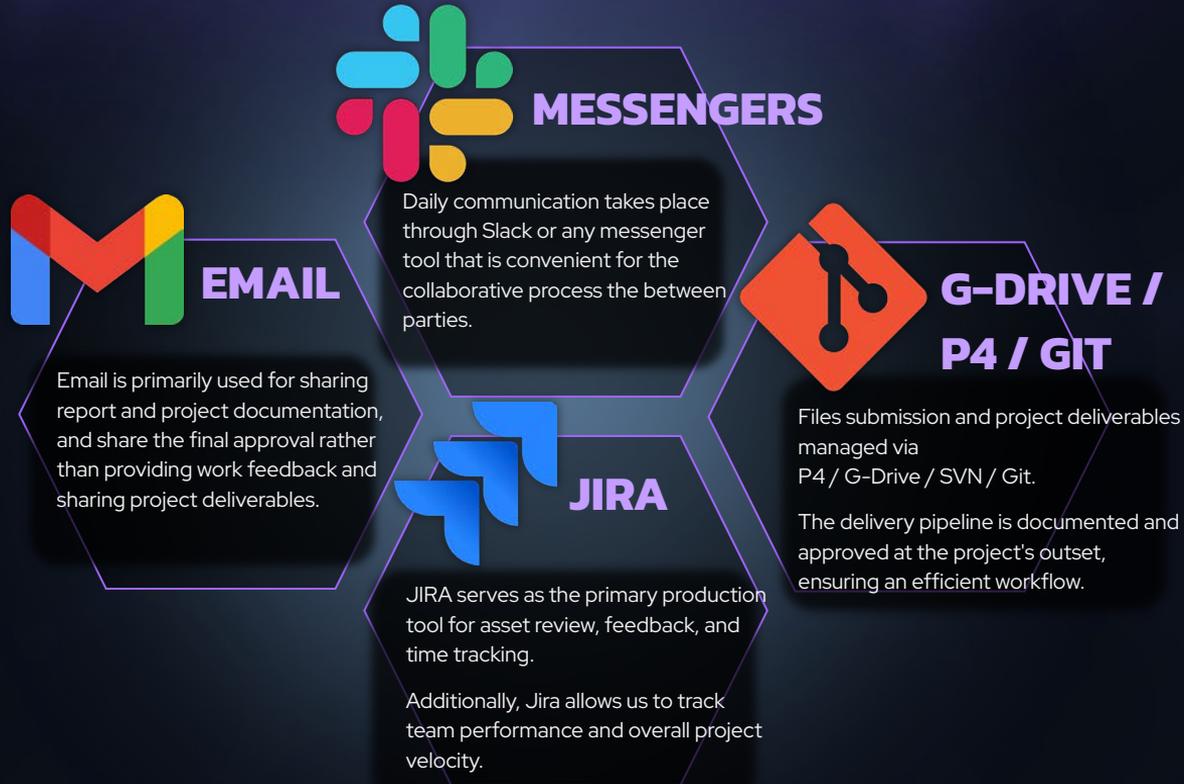- Once external feedback (Batch-1) is implemented.

Status Reports

Sprint **Demos** and **Retros** happen on a weekly or bi-weekly basis and generate informative reports with the:
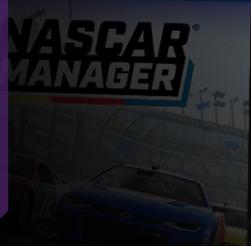
- Results of what's been done,
- Current project status (on track / at risk),
- Improvement ideas related to the cooperation process,
- General questions & feedback.

Devoted Change Request Policy: **CHECK DETAILS**

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Tools We Use

MESSENGERS

Daily communication takes place through Slack or any messenger tool that is convenient for the collaborative process the between parties.

EMAIL

Email is primarily used for sharing report and project documentation, and share the final approval rather than providing work feedback and sharing project deliverables.

G-DRIVE / P4 / GIT

Files submission and project deliverables managed via P4 / G-Drive / SVN / Git.

The delivery pipeline is documented and approved at the project's outset, ensuring an efficient workflow.

JIRA

JIRA serves as the primary production tool for asset review, feedback, and time tracking.

Additionally, Jira allows us to track team performance and overall project velocity.

PROJECT MANAGEMENT

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Reach out to learn more about our projects!

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Selected Works