

DEVOTED

STUDIOS

Company Deck
2025

ABOUT

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 Studios partners with clients to navigate the evolving global resources landscape while guaranteeing results.

Trusted By



As well as more than 100 other companies all around the world



Company Facts

FOUNDED
2018

HAPPY
CLIENTS

90+

OPERATING
COUNTRIES

15+

PROJECTS

250+

FEMALE
LEADERSHIP

55%

CORE
TEAM SIZE

250+



Key Personnel

IRYNA VISHNETSKAIA
VP OF PRODUCTION



HALO
THE MASTER CHIEF COLLECTION

Five Nights at Freddy's
SECURITY BREACH

GUILD WARS 2

LEAGUE OF LEGENDS

KID A MNESIA
EXHIBITION

IGOR KOVALOV
EXECUTIVE ART DIRECTOR



HALO 2

W 2K22

GUILD WARS 2

EVERYWHERE

HARVEY NEWMAN
ANIMATION DIRECTOR



NYNJA
HEROES

EVERYWHERE

DUNE
AWAKENING

WARSHIP
JOLLY ROGER

RED DEAD
REDEMPTION II

grand
theft
auto

EVERYWHERE

PS5

FLAVIUS ALECU
CHIEF TECHNOLOGY OFFICER



BACK 4 BLOOD
PREDECESSOR

EUGENE KASYAN
3D ART DIRECTOR



RUNESCAPE

THE LORD OF THE RINGS
HEROES
OF MIDDLE-EARTH

JURASSIC WORLD
PRIMAL OPS

GAME OF
THRONES

JASON MILLENA
EXECUTIVE CREATIVE DIRECTOR



VALORANT

LEAGUE OF
LEGENDS

MIKE BERRY
CINEMATIC DIRECTOR



Recent Showreel

[CLICK HERE](#) TO PLAY THE VIDEO!



DEVOTED
STUDIOS

CO-DEV, FULL-DEV GAME PRODUCTION

Our Services



CoDev / Engineering / Porting

- Engineering
- Co-Development
- Tools creation
- Gameplay & UI Engineering
- Optimization
- Porting to PC & Consoles
- Unity / Unreal / Proprietary



Full Cycle Development

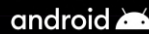
- Pre-Production - art direction, mood boards, shape language, guidelines, naming convention, etc.
- PC, Mobile & Web Full Cycle production



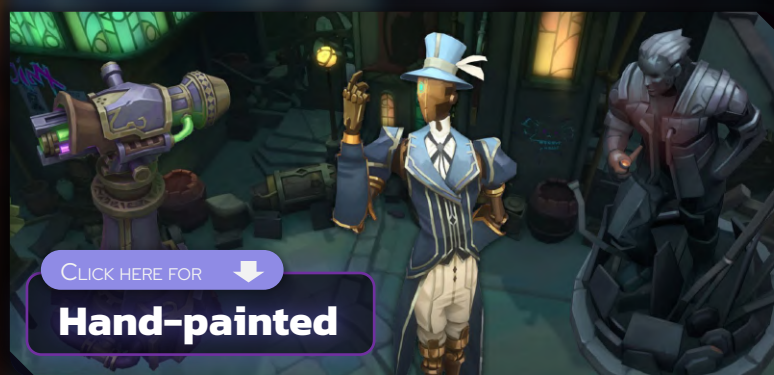
End-to-End Art Production

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

Supporting all popular
platforms



Art Portfolios





FULL DEV • CoDEV • PORTING • ART

We are your best game developer partner to create exciting and engaging game experiences.
Check out some case studies on the following slides!



SPECTRE

An innovative free-to-play 3v3 tactical shooter

DIVIDE



DEVOTED
STUDIOS

ENGINES AND
PLATFORMS:



Duality



TEAM ROLE

- Devoted Engineering team contributed significantly 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.





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



DEVOTED
STUDIOS

ENGINES AND
PLATFORMS:



FORTNITE

TEAM ROLE

- Full dev from creative concept to final execution.
- 3D modeling for environment & props.
- 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.





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



DEVOTED
STUDIOS

ENGINES AND
PLATFORMS:



FORTNITE

Feel the Unreal



Start the rail grinding
experience from "Internet
Activated"



Reach "Realm of
the Airphorians" for
Updraft Dash portal



Progress through
"Air Max City"



Continue the journey to
"Tilted Reality"



Updraft Dash



Achieved a full UEFN experience despite tight deadlines

Nike plans to replicate Airphoria Volume 1's success with a new volume for their latest shoes, featuring two islands with unique gameplay styles.

Success KPIs

- ✓ Increased Player count
- ✓ Increased Social media engagement
- ✓ Increased Stickiness/retention

RISK OF RAIN 2

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

gearbox software DEVOTED STUDIOS

ENGINES AND
PLATFORMS:



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.

RISK OF RAIN 2

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

gearbox
software

DEVOTED
STUDIOS

ENGINES AND
PLATFORMS:



PORT DEVELOPMENT JOURNEY

MILESTONE

Network
Optimization

Rendering
Optimization

Performance
Improvement

DLC
Addition

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.



Palia

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

SINGULARITY
SIX

DEVOTED
STUDIOS

ENGINES AND
PLATFORMS:



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



SPELLBREAK



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

PROLETARIAT

DEVOTED
STUDIOS

ENGINES AND
PLATFORMS:



TEAM ROLE

- Full Cycle Porting to Nintendo Switch
- Optimize assets for Nintendo Switch compatibility
- Create platform-appropriate UI for Nintendo Switch
- Ensure seamless integration of core content and features during parallel development

OUR ACHIEVEMENTS

- ✓ Spellbreaker's port was simultaneously shipped along with the original release, without delays and in quality.
- ✓ Deep optimizations of CPU and GPU performance, allowing smooth gameplay on Switch.



Sunderfolk

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



DREAMHAVEN DEVOTED
STUDIOS

ENGINES AND
PLATFORMS:



TEAM ROLE

- Porting to Switch, Xbox Series X|S and PS5.
- Guided Certification Requirements Across Platforms
- Technical Art & Code General Optimizations
- Art and UI Integration
- Bug Fixing

OUR ACHIEVEMENTS

- ✓ Successfully done optimizations on Rendering, memory management & loading time;
- ✓ Assisted the game development & design according to each platform requirements



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





TEAM ROLE

- Porting to Switch
- Optimization of game for PS4, PS5
- Porting of DLC for 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



//

We definitely had an enjoyable time working with Devoted. Their team is very professional, quick, and detailed with their work on the project. We appreciated it during our porting process from Quest to Neo 3, Pico 4, and our upcoming headset. "

JUSTIN MOLYNEAUX

Director of Pico XR Dev Relations and Partnerships



KEY CHALLENGES

- ❑ Coordinating multiple stakeholders (our team, Byte Dance, and Steel Wool)
- ❑ Addressing unique Pico device hardware and software features

TEAM ROLE

- Porting of the game from Meta (Oculus) to **Neo 3 & Pico 4 Pico 4 Ultra VR** headsets (VR to VR version)
- Porting to Meta (Oculus) Quests 2, 3, Pro
- Porting VR to flat for PC and PS5, Xbox, Switch

OUR ACHIEVEMENTS

- ✓ Ensured clear visibility on project coordination and successful on-time delivery
- ✓ Integrated custom achievements screen
- ✓ Optimized RAM, CPU, and GPU for performance and visuals
- ✓ Adapted UI and integrated main platform features

EXPANDING BEYOND

Five Nights at Freddy's

DEVOTED
STUDIOS

ENGINES AND
PLATFORMS:



Why Devoted?

1

Reviews praised **how close the Switch version looked to its PS4 version**. Prompted by our 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



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



Certification Success:
All submissions cleared
on 1st attempt

Port for Switch
FNAF: Security Breach



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



FNAF: Help Wanted
was ported for PS5 PSVR 2



BUILD A ROCKET BOY®

EVERYWHERE

DEVOTED
STUDIOS

ENGINES AND
PLATFORMS:



EVERYWHERE

OFFICIAL TRAILER



Devoted's team was tasked designing and model environments, 3D characters, modular buildings, lightning for an open world game with fully dynamic lighting, day/night and weather systems, decomposing scenes and creating modular kits for the interior and exterior parts of the levels, creating trim and tile materials, prepare LODs, collisions and lighting maps as well as level design.



EVERYWHERE

Quality Examples Build A Rocket Boy "EVERYWHERE"

BUILD A ROCKET BOY®

EVERYWHERE3

DEVOTED
STUDIOS

ENGINES AND
PLATFORMS:



Lighting Setup UE5



Devoted Role on the project

- Creating and setup lighting assets (lighting model + light prob with correct PBR value and parameters)
- Lighting setup for an open world game with fully dynamic lighting, day/night and weather systems
- Placing and setting up more then 50 000 lighting assets for the exterior and interior areas

EVERYWHERE3

BUILD A ROCKET BOY®

EVERYWHERE3

DEVOTED
STUDIOS

ENGINES AND
PLATFORMS:



Lighting Setup UE5



Devoted Role on the project

- Creating artistic light mood boards for the different areas and scenarios (city center, downtown, houses and apartments interior scenes, prison, military base, mystery zones etc)
- Profiling and optimization process, Artistic and technical QA, Gameplay testing

EVERYWHERE3

THE OUTER WORLDS 2

OBSIDIAN
ENTERTAINMENT

DEVOTED
STUDIOS

ENGINES AND
PLATFORMS:



ENVIRONMENT LIGHTING



THE OUTER WORLDS 2

OBSIDIAN
ENTERTAINMENT

DEVOTED
STUDIOS

ENGINES AND
PLATFORMS:



TEAM ROLE

- 5 Lighting artists at peak.
- Using **Lumen** for real-time global illumination and reflections.
- Highlighting points of interest.
- Using lighting to enhance the overall atmosphere of each location or level.
- Adding small decorative light fixtures to support the level's design
Guiding the player by subtly lighting the gameplay path.
- Performing optimization and profiling for better performance.
- Setting up post-processing effects to improve visual quality.
- Creating conversation lighting setups to enhance character presentation.

KID A MNESIA EXHIBITION



DEVOTED
STUDIOS

ENGINES AND
PLATFORMS:



TEAM ROLE

- Creating and setup lighting assets (lighting model + light prob with correct PBR value and parameters)
- Lighting setup for the game with fully dynamic lighting, day/night and weather systems
- Placing and setting up more then 50 000 lighting assets for the exterior & interior areas
- Creating artistic light mood boards for the different game areas
- Profiling and optimization process
- Artistic and Technical QA
- Gameplay testing



TECH AND LEVEL ART

KID A MNESIA EXHIBITION



DEVOTED
STUDIOS

ENGINES AND
PLATFORMS:



LIGHTING

Selected
LIDAR_
Level: F

KID A MNESIA EXHIBITION



DEVOTED
STUDIOS

ENGINES AND
PLATFORMS:



KID A MNESIA EXHIBITION



DEVOTED
STUDIOS

ENGINES AND
PLATFORMS:

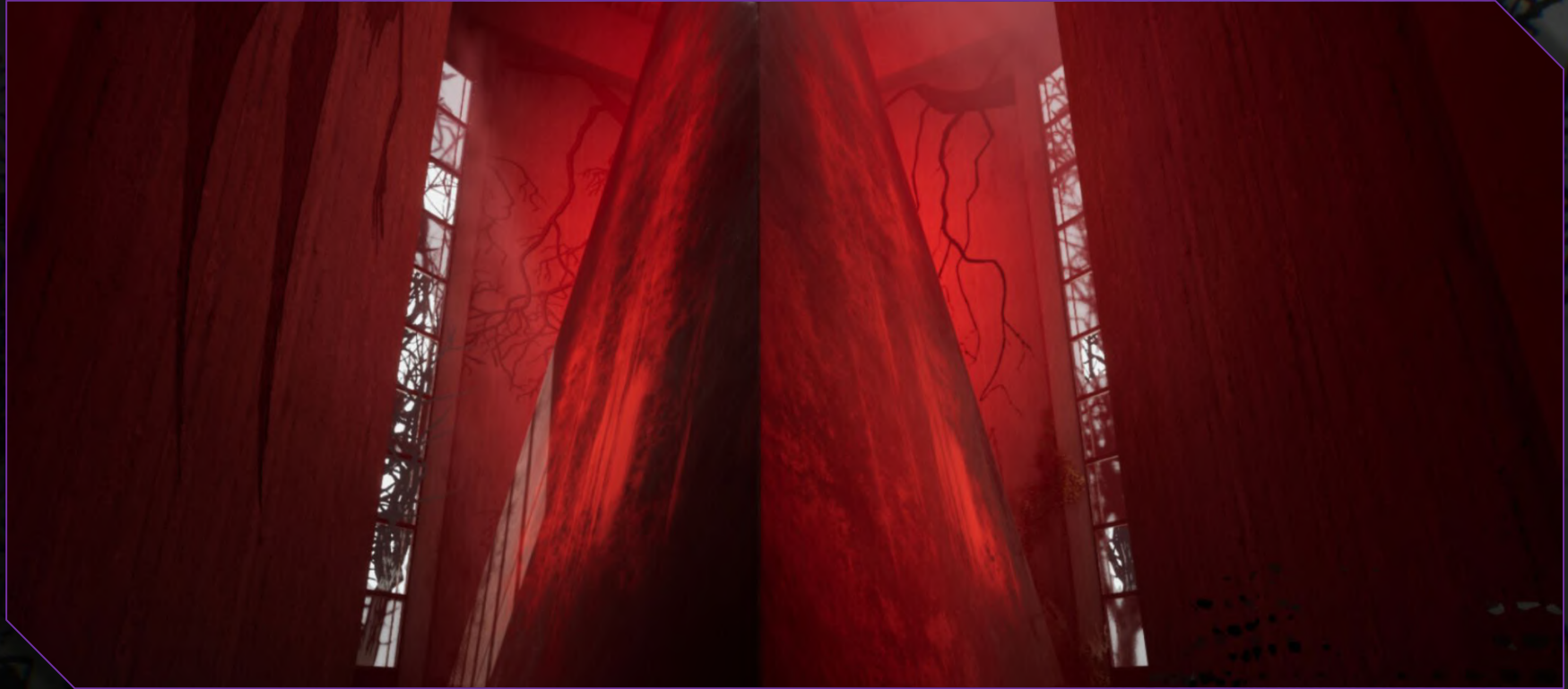


KID A MNESIA EXHIBITION



DEVOTED
STUDIOS

ENGINES AND
PLATFORMS:





Free-to-play
party game



ENGINES AND
PLATFORMS:



TEAM ROLE

Devoted Studios engaged in co-development for the Olympic Games Jam and its 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

NASCAR MANAGER[®]

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



DEVOTED
STUDIOS

ENGINES AND
PLATFORMS:



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





FORZA CUSTOMS



DEVOTED STUDIOS

ENGINES AND
PLATFORMS:



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.

CUBIEVERSE

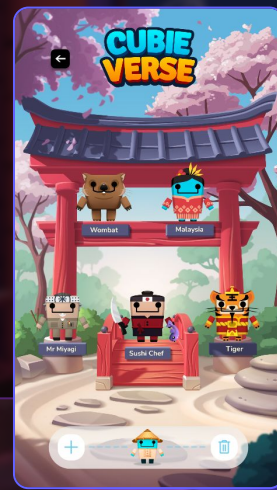
Explore the World!

TITANIUM
TOASTER



DEVOTED
STUDIOS

ENGINES AND
PLATFORMS:



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

TEAM ROLE

- Full development production
- 2D Concept production
- UI/UX Design and Creation
- 3D Environment Art and Animations

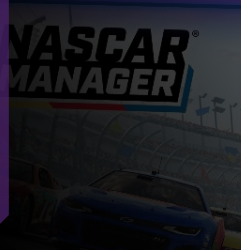
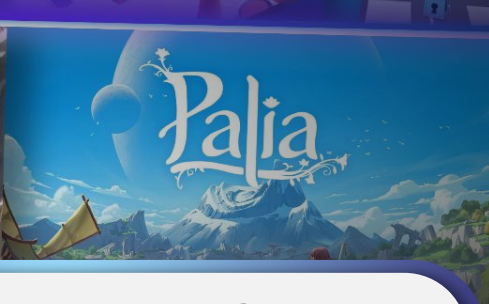
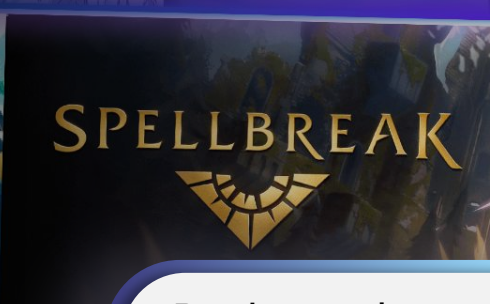
OUR ACHIEVEMENTS

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

OTHER SERVICES

IMMERSIVE VIRTUAL EXPERIENCES





Reach out to learn more about our projects!

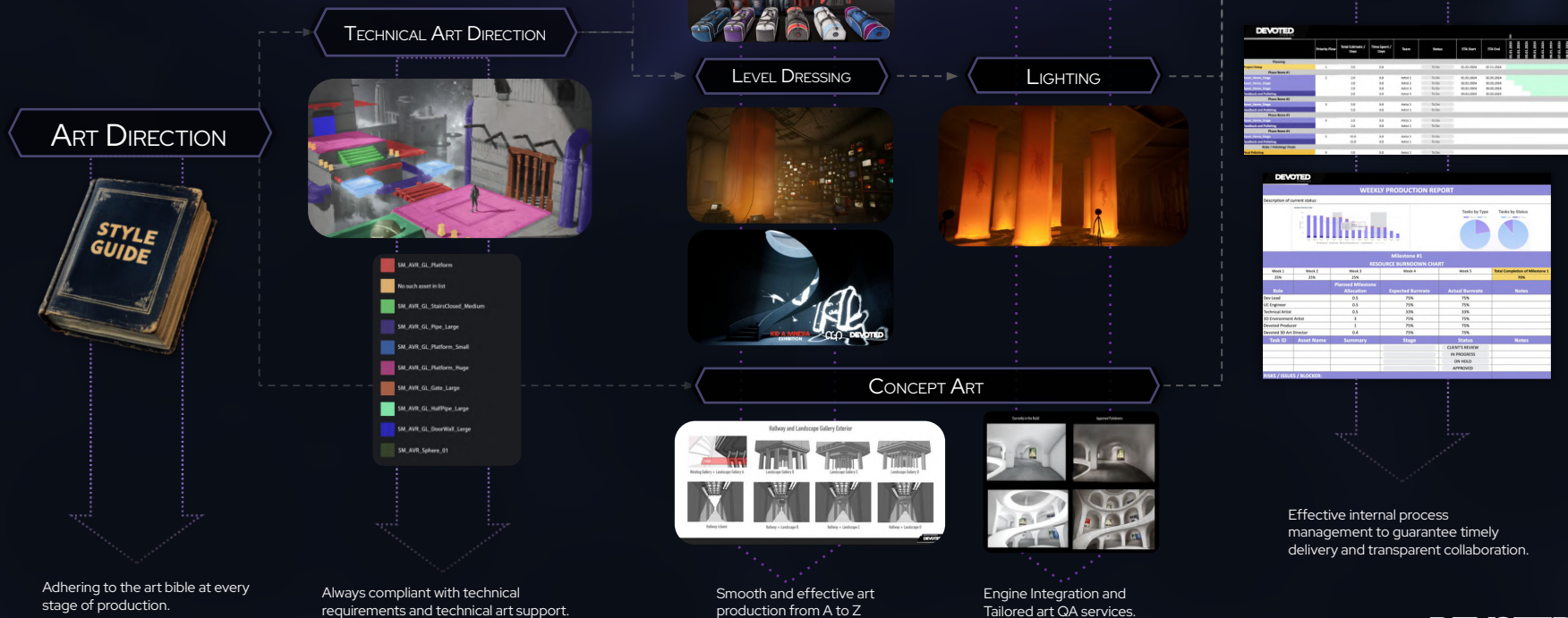
DEVOTED
STUDIOS



ART PROJECTS

We are your ultimate art partner, bringing worlds to life with
stunning visuals and immersive designs.
Explore our case studies on the next slides!

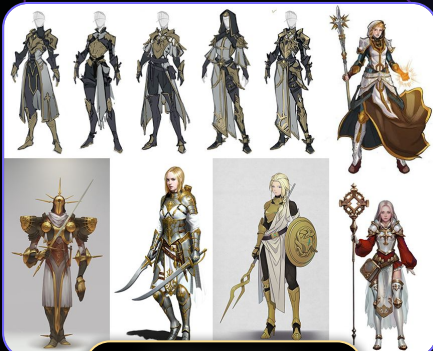
Our seasoned team manages the entire project life-cycle, integrating development, testing, and deployment to ensure efficiency and collaboration at every stage.



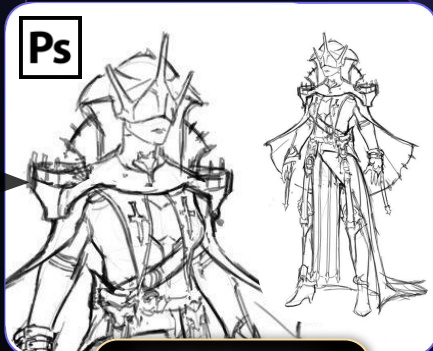
Main Stages for

Creating End-to-end Stylized Characters

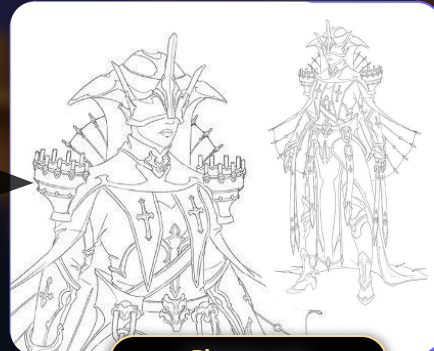
2D Phases



References



Draft Sketches



Clean-up



Coloring & Polish

3D Phases



High-poly Sculpting



Low-poly Retopology



Bake & Texturing



Rigging & Animation

Main Stages for Creating End-to-End Environment

2D Phases



Concept with variations



In-game View Design



Detail Polishing

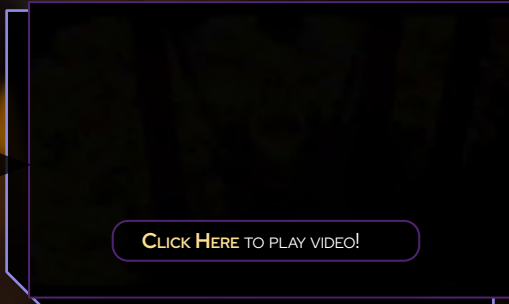
3D Phases



High-poly sculpting



Retology & Texturing



Engine Integration

[CLICK HERE TO PLAY VIDEO!](#)

Main Stages for Creating End-to-End Environment



End-to-End 3D
Environment created for:



2D Phases



Draft with variations

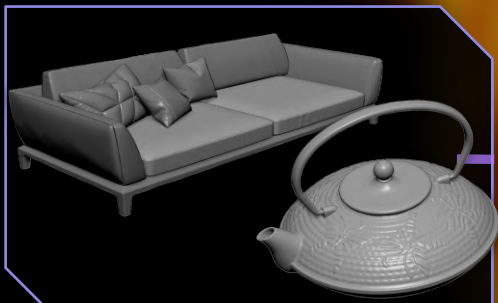


Coloring sketches

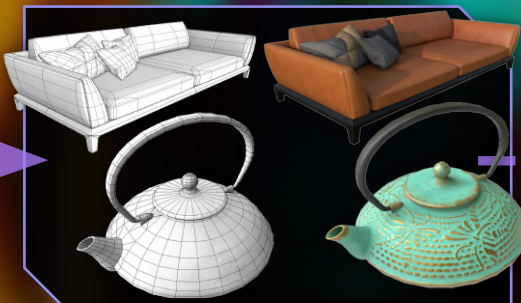


Details polishing

3D Phases



High-poly sculpting



Retopology & Texturing



UE Level Creation & Lighting

AVOWED

End-to-end Asset Production

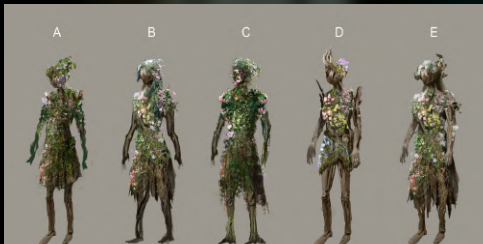
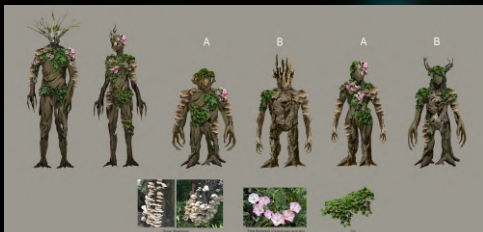
OBSIDIAN
entertainment

DEVOTED
STUDIOS

ENGINES AND
PLATFORMS:



CONCEPT ART CREATION



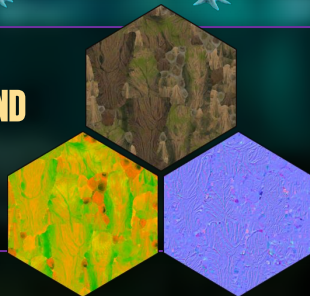
HIGH-POLY SCULPT



RETOPOLOGY



MAPPING AND TEXTURE



FINAL RENDER



AVOWED

OBSIDIAN
entertainment

DEVOTED
STUDIOS

ENGINES AND
PLATFORMS:



TEAM ROLE

- 2D Concept Art
- 3D characters, creatures, environments, large scale environments, props, hero-props
- 50 team members at peak

OUR ACHIEVEMENTS

- ✓ 4 year successful partnership on end-2-end art production
- ✓ Referred partner from Obsidian to all Microsoft studios
- ✓ Worked on 3 different projects and teams within Obsidian

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



AVOWED

OBSIDIAN
entertainment

DEVOTED
STUDIOS

ENGINES AND
PLATFORMS:



AVOWED

OBSIDIAN
entertainment

DEVOTED
STUDIOS

ENGINES AND
PLATFORMS:

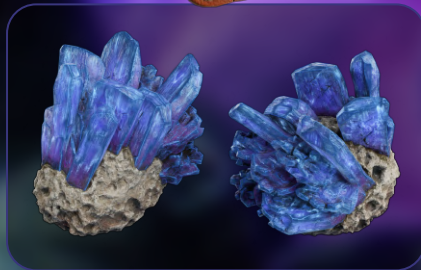


AVOWED

OBSIDIAN
entertainment

DEVOTED
STUDIOS

ENGINES AND
PLATFORMS:



LEAGUE OF LEGENDS



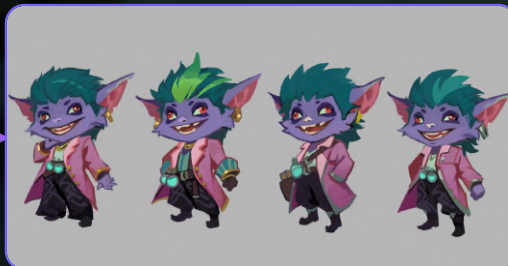
ENGINES AND
PLATFORMS:



2D Phases



References



Draft Sketches



Coloring & Polish

3D Phases



Rough Blocking



Optimization Retopology



Unwrap & Texturing



Rigging & Animation

LEAGUE OF LEGENDS



ENGINES AND
PLATFORMS:



Coloring & Polish



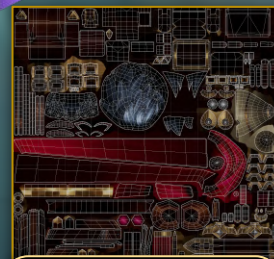
Retopology



Unwrap & Texturing



UV with texture



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

LEAGUE OF LEGENDS

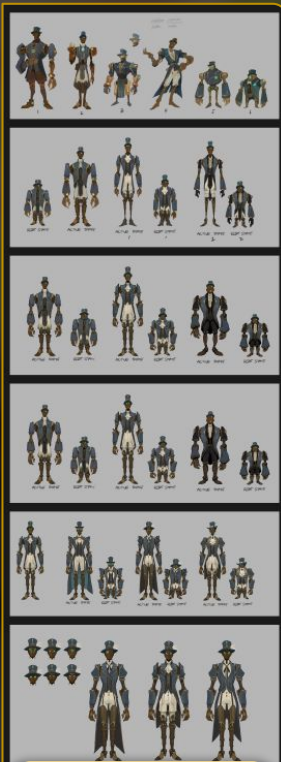


DEVOTED
STUDIOS

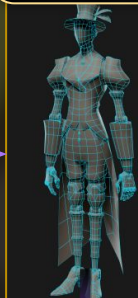
ENGINES AND
PLATFORMS:



Retopology



Concept Art



High-poly Sculpting



First Pass Texture



In-game Model



CREATING STYLIZED 3D

2D PHASES



Reference Collecting



Sketches Defining Shape



Color Variations



Polishing Details

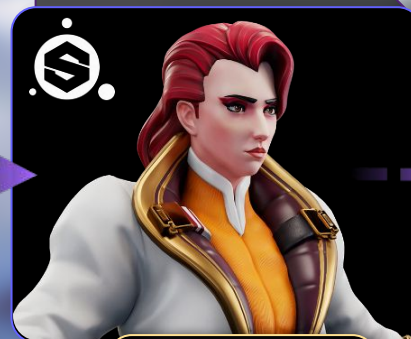
3D PHASES



High-poly Sculpting



Low-poly Retopology



Bake & Texturing



Maps Set Optimization



TEAM ROLE

- Initial 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.



PIONEERS OF NEW DAWN™

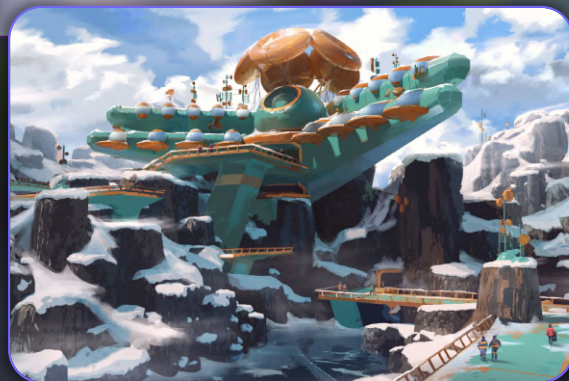
An MMO set in the
persistent world of
New Dawn, centuries
after a global
ecological disaster.



ARCTIC
THEORY

DEVOTED
STUDIOS

ENGINES AND
PLATFORMS:



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

TEAM ROLE

- 2D concept art for skins.



OVERWATCH 2
CLASSIC
LAUNCH TRAILER



CREATING 2D CHARACTER CONCEPT ART

References Mood Board



Sketch Defining Shape



Color Variations



Polish Angles & Callouts



TEAM ROLE

- Concept Art and Character modelling
- Creation of five brand new armor sets for Halo 2: Anniversary (Halo: MCC).
- Successful conception and development of armor sets

- Devoted Art Directors and QA are reviewing all deliverables on a Daily basis.
- ADs do paintovers, ensuring that deliverables match with the style and art direction, ensuring maintenance of all brand components.

HALO

THE MASTER CHIEF COLLECTION

343
INDUSTRIES™

DEVOTED
STUDIOS

ENGINES AND
PLATFORMS:



High-poly Sculpting

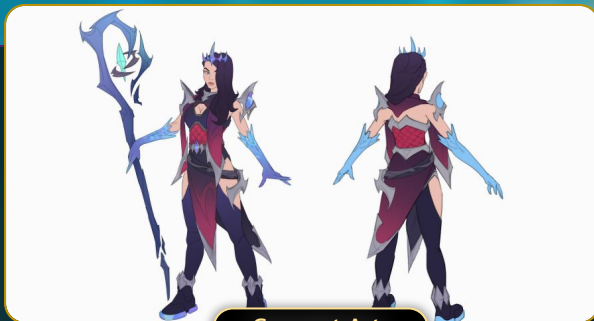




TEAM ROLE

Art Co-dev:

- 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

SEEKERS OF SKYVEIL

Games designed for people, not platforms.

Elodie **DEVOTED**
STUDIOS

ENGINES AND
PLATFORMS:



SEEKERS
OF SKYVEIL

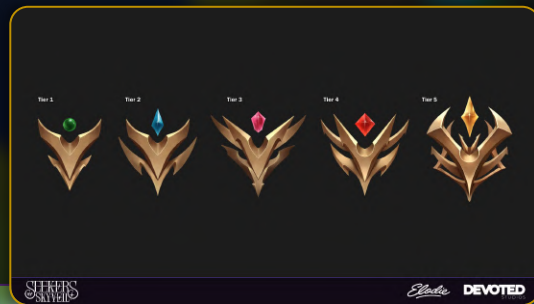
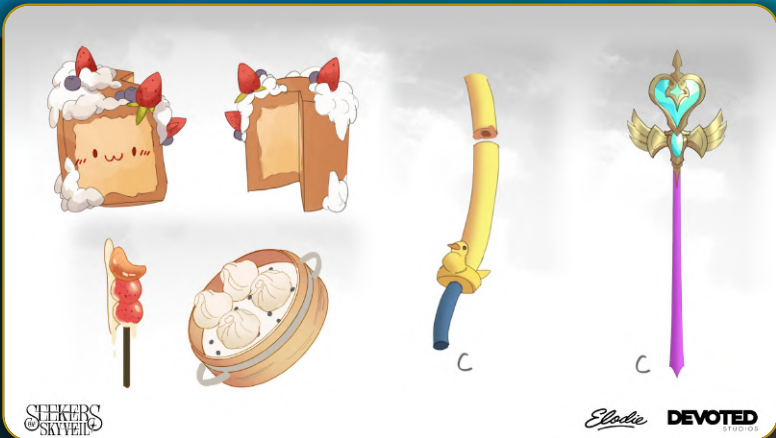
Elodie **DEVOTED**
STUDIOS

SEEKERS OF SKYVEIL

Games designed for
people, not platforms.

Elodie **DEVOTED**
STUDIOS

ENGINES AND
PLATFORMS:



FORTNITE

Exclusive Virtual
Concert From Myles
Smith and Kid Cudi
Created in Fortnite



Sony
Immersive
Music Studios

DEVOTED
STUDIOS

ENGINES AND
PLATFORMS:



FORTNITE



TEAM ROLE

- 3D characters creation support modeling (tools: ZBrush, Maya, Substance Painter)
- Character rigging and skinning (tools: Maya with plug-ins)

ATLAS
ROGUES

KID CUDI

gango

rougeMoCap

DEVOTED

FORTNITE

Exclusive Virtual
Concert From Myles
Smith and Kid Cudi
Created in Fortnite



Sony
Immersive
Music Studios

DEVOTED
STUDIOS

ENGINES AND
PLATFORMS:



FORTNITE



myles
smith



DEVOTED
STUDIOS

PRODUCTION
PIPELINES

Tools we use



3D Coat



What You Receive



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

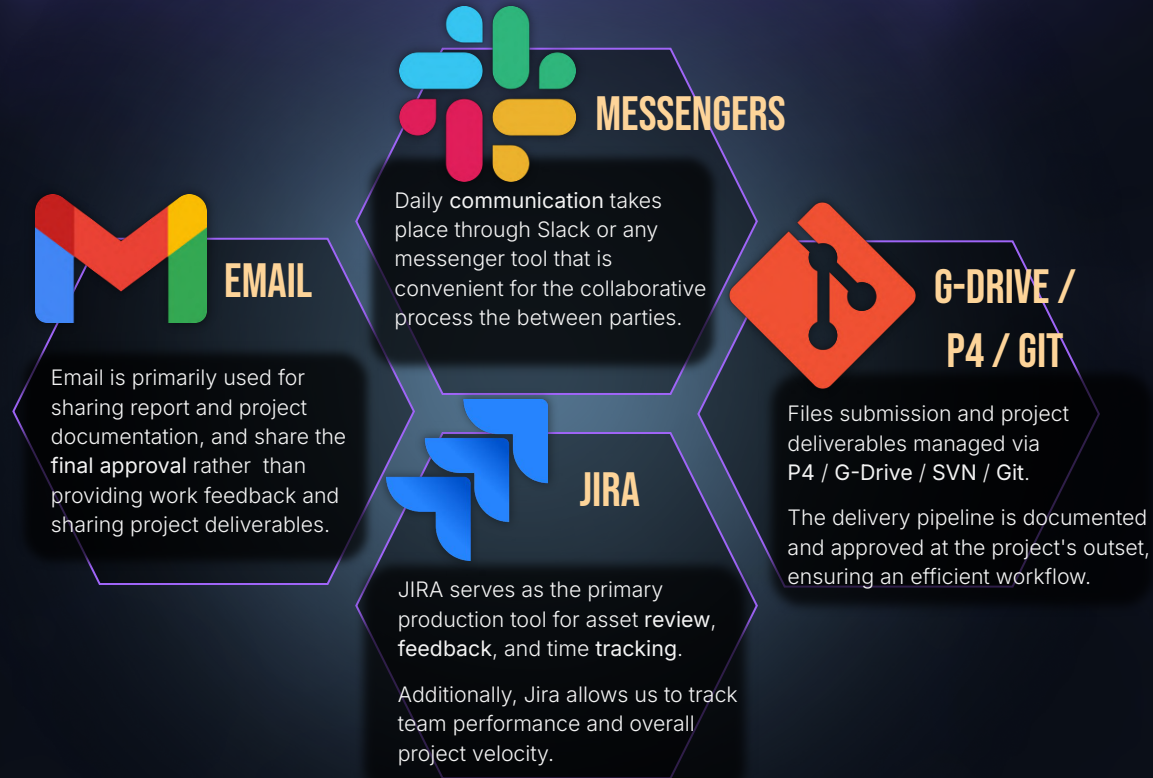
Sprint **Demos** and **Retros** happen on a weekly or bi-weekly basis and generate informative reports with the:

- 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](#)

TOOLS WE USE





DEVOTED
STUDIOS