

DEVOTED
STUDIOS

DEVOTED STUDIOS IN NUMBERS

Founded

2018

Countries

8+



Talent

1900+

Headcount
across current
projects

250+

Female Leadership

55%



Projects

250+



Happy clients

50+



OUR PARTNERS

We are proud to work with

DEVOTED
STUDIOS

ROVIO

**SUPER EVIL
MEGACORP**

**EPIC
GAMES**

Meta

Microsoft

ARENANET™

**HIDDEN
PATH
ENTERTAINMENT**

**NetEase
Games**

NIKE

**343
INDUSTRIES™**

**RIOT
GAMES**

NIANTIC

MYTHICAL™

**gearbox
software**

PROLETARIAT

**TURTLE ROCK
STUDIOS**

**INXILE
ENTERTAINMENT**

**OBSIDIAN™
entertainment**

As well as more than **50 other** companies all around the world

RECENT SHOWREEL

DEVOTED STUDIOS SHOWREEL



KEY PEOPLE



Ninel Anderson

Chief Executive Officer

- 13+ years experience
- Founder at Devoted Studios
- Hosts Speakeasy podcast



Jason Harris

Chief Commercial Officer

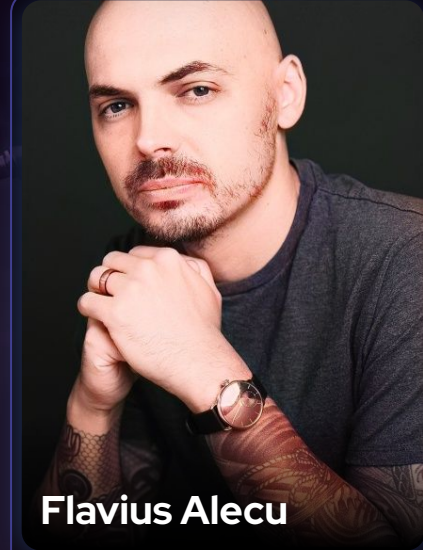
- Previously served as Head of Corporate Strategy at EA
- Co-Founded the External Development Summit (XDS)



Iryna Vishnetskaia

Production Lead

- Managing and contributing to high-profile projects
- Played a pivotal role in bringing notable titles to fruition



Flavius Alecu

Chief Technology Officer

- Nearly two decades of expertise in game engine and core tech dev
- Worked on Grand Theft Auto 5, Red Dead Redemption 2



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, moodboards, shape language, guidelines, naming convention, etc.
- PC, Mobile & Web Full Cycle production



End-2-end Art Production

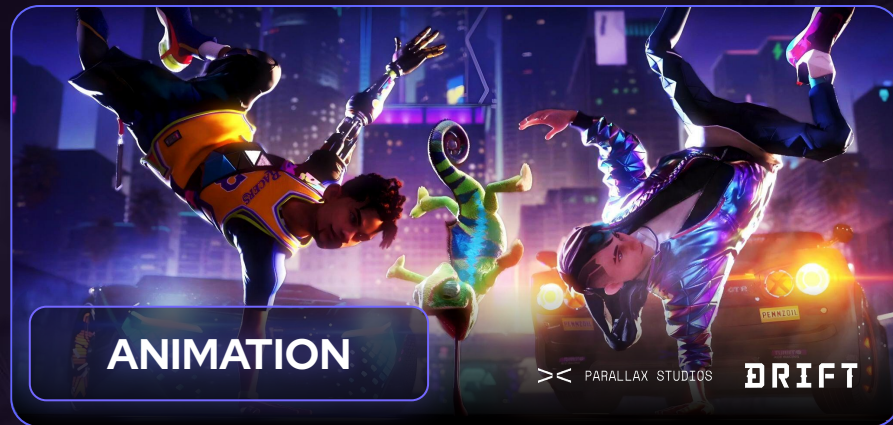
- End-2-end character creation
- End-2-end environment creation
- Level Art
- Tech Art & Lighting UE / Unity / C++
- Animation / Rigging / Mocap clean up
- In-game cinematic
- Key Art and illustrations

Supporting all popular platforms



ART PORTFOLIOS

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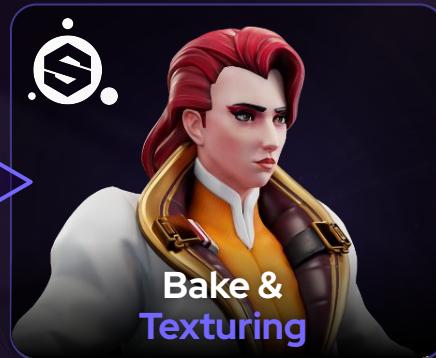




ART PIPELINES

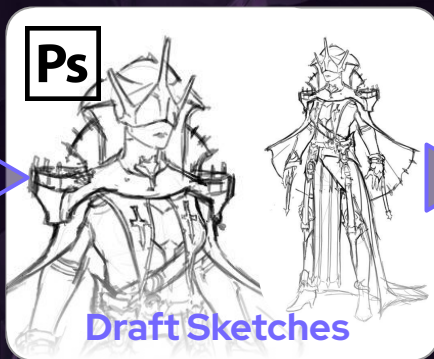
PRODUCTION PIPELINE

Main stages of creating stylized 3D props



PRODUCTION PIPELINE

Main stages of creating End-to-end Stylized Character



PRODUCTION PIPELINE

Main stages of creating 2D Character Concept Art

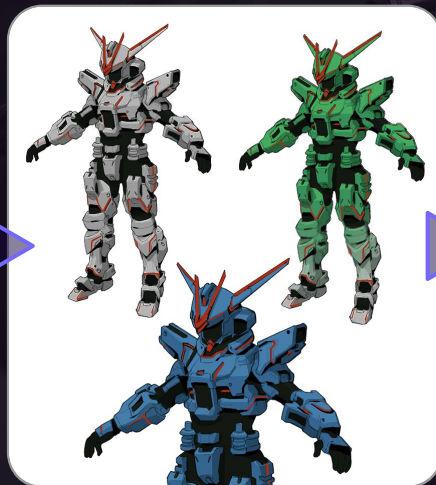
References Mood Board



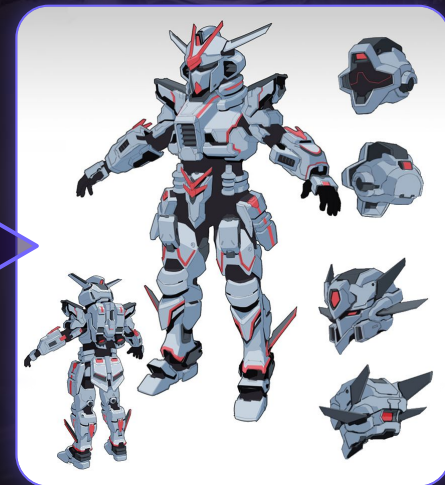
Sketch Defining Shape



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 peinoovers and ensuring that deliverables matching with the style and art directions provided to maximum possible extent.

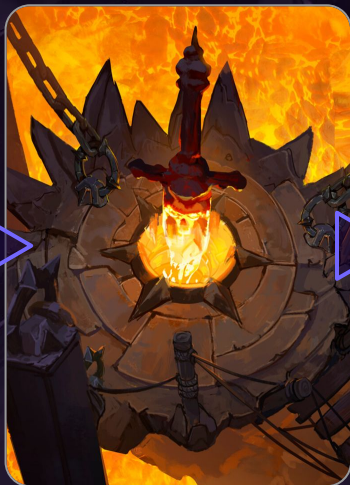
PRODUCTION PIPELINE

Main stages of creating End-to-End Environment for UE

Concept & variations



Polishing Details



High-poly Sculpting



Retopology & Texturing



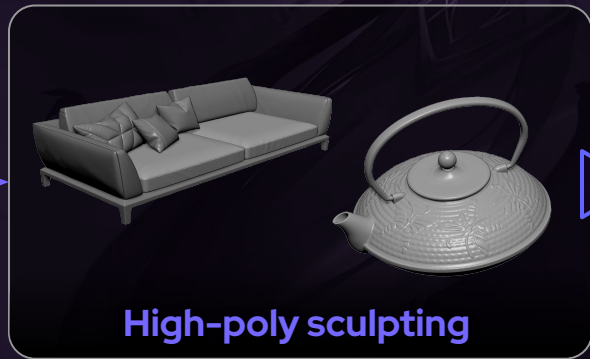
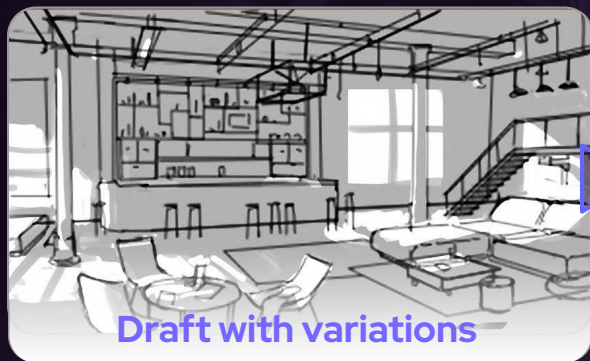
Lighting / Engine Integration



- Concepting and creating HP and LP meshes for the unique assets. Creating all assets and levels based on the concepts.
- Creating assets based on trim and tile texturing pipeline. Creating new materials and textures. Creating trim and tile materials.
- Decomposing scenes and creating modular kits for the interior and exterior parts of the levels. Creating modular kit for the zones and biomes, scene dressing.
- Prepare LODs, Collisions and Lighting maps. Baking light maps and preparing playable builds. Profiling and optimization.

PRODUCTION PIPELINE

Main stages of creating End-to-End Environment for UE



PRODUCTION PIPELINE

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

ART DIRECTION – Adhering to the Art Bible at every stage of production

TECHNICAL DIRECTION – Compliance with technical requirements and technical art support

CONCEPT ART



PROPS ART



Smooth & effective A-Z art production

LEVEL DRESSING



MODULAR KITS



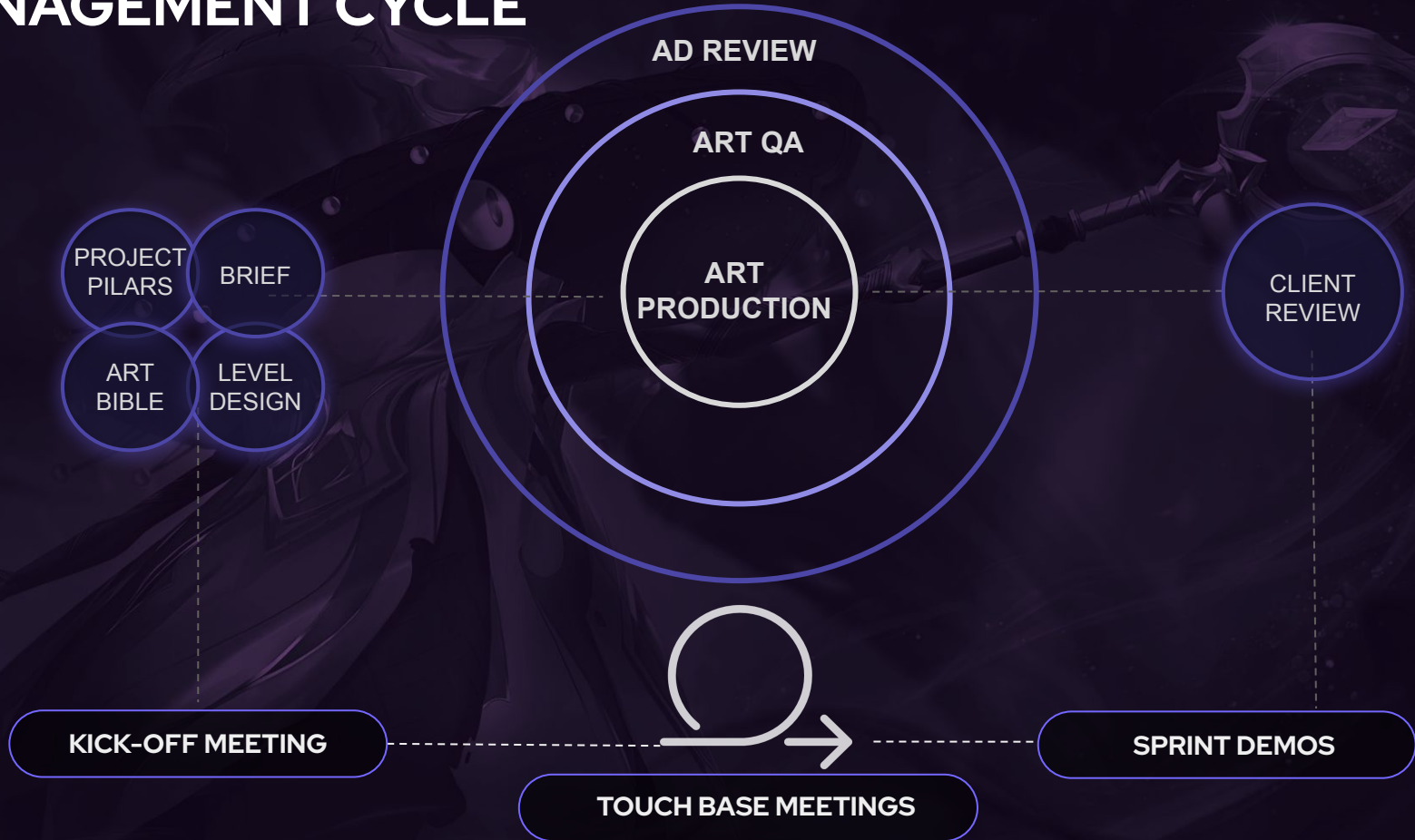
Engine integration & tailored art QA services

LIGHTING



- SM_AVR_GL_StarClosed_Medium
- SM_AVR_GL_Pipe_Large
- SM_AVR_GL_Platform_Small
- SM_AVR_GL_Platform_Huge
- SM_AVR_GL_Gate_Large
- SM_AVR_GL_HallPipe_Large
- SM_AVR_GL_DoorWall_Large
- SM_AVR_Sphere_01

MANAGEMENT CYCLE





FULL DEV • CODEV • PORTING

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

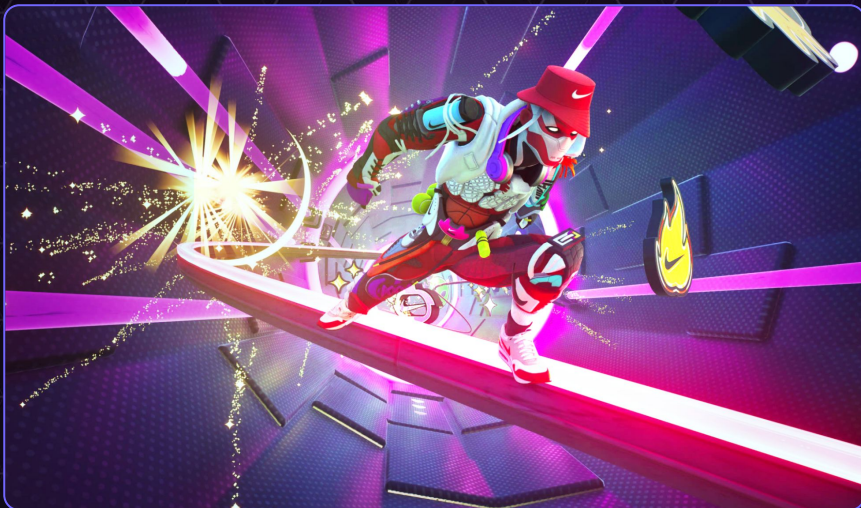


NIKE AIRPHORIA VOL. 2



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



TEAM ROLE

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



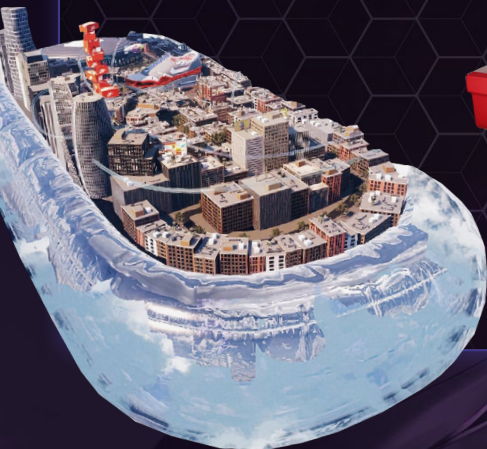
FORTNITE

FULL DEVELOPMENT



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

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

Achieve 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.

MAIN KPIs

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

PALIA

Palia is a life simulation massively multiplayer online game



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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

RISK OF RAIN 2

Palia is a life simulation massively multiplayer online game



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 result "**Survivors of the Void**"
- ✓ DLC passed it on all platforms from the 1st try.

RISK OF RAIN 2

Palia is a life simulation massively multiplayer online game



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.


Risk of Rain 2 Port Development Journey

Why Devoted?




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.



FIVE NIGHT AT FREDDY`S

[SECURITY BREACH] VR survival horror video game developed by Steel Wool Studio



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TEAM ROLE

- Porting to **Switch**
- Optimization of game for **PS4, PS5**
- Porting of DLC for **Xbox One, Xbox X/S**

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.

Expansion Beyond FNAF

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



NASCAR MANAGER

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



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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

OUR CHALLENGES

- ✓ Short timeframe
- ✓ Open guidelines for the 3D Environment Art Creation



FNAF: HELP WANTED 2

The sequel to the terrifying VR experience that brought new life to the iconic horror franchise



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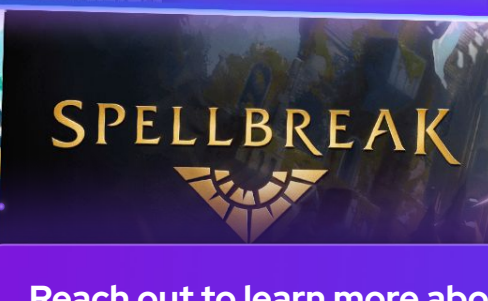
TEAM ROLE

- Porting to Meta (Oculus) Quests 2, 3, Pro
- Porting VR to flat for PC and PS5, Xbox, Switch

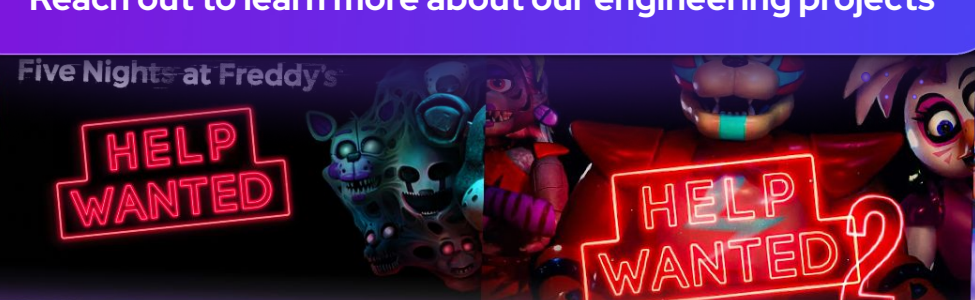
OUR ACHIEVEMENTS



- ✓ Successfully optimizing it to comply with high performance expectations of platform, without compromises in quality.
- ✓ Successfully adopting VR game to flat-screen gameplay, designing new controls,
- ✓ UI and game balance.



Reach out to learn more about our engineering projects



OTHER SERVICES

Immersive Virtual Experiences

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UEFN

ROBLOX

THE
SANDBOX

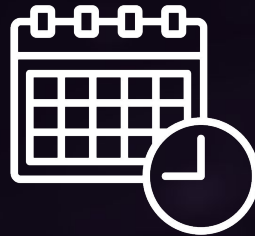
WHAT YOU RECIEVE



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



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.



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.



Messengers

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



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.



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