



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 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



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



Company Facts

FOUNDED
2018

HAPPY
CLIENTS

90+

OPERATING
COUNTRIES

15+

PROJECTS

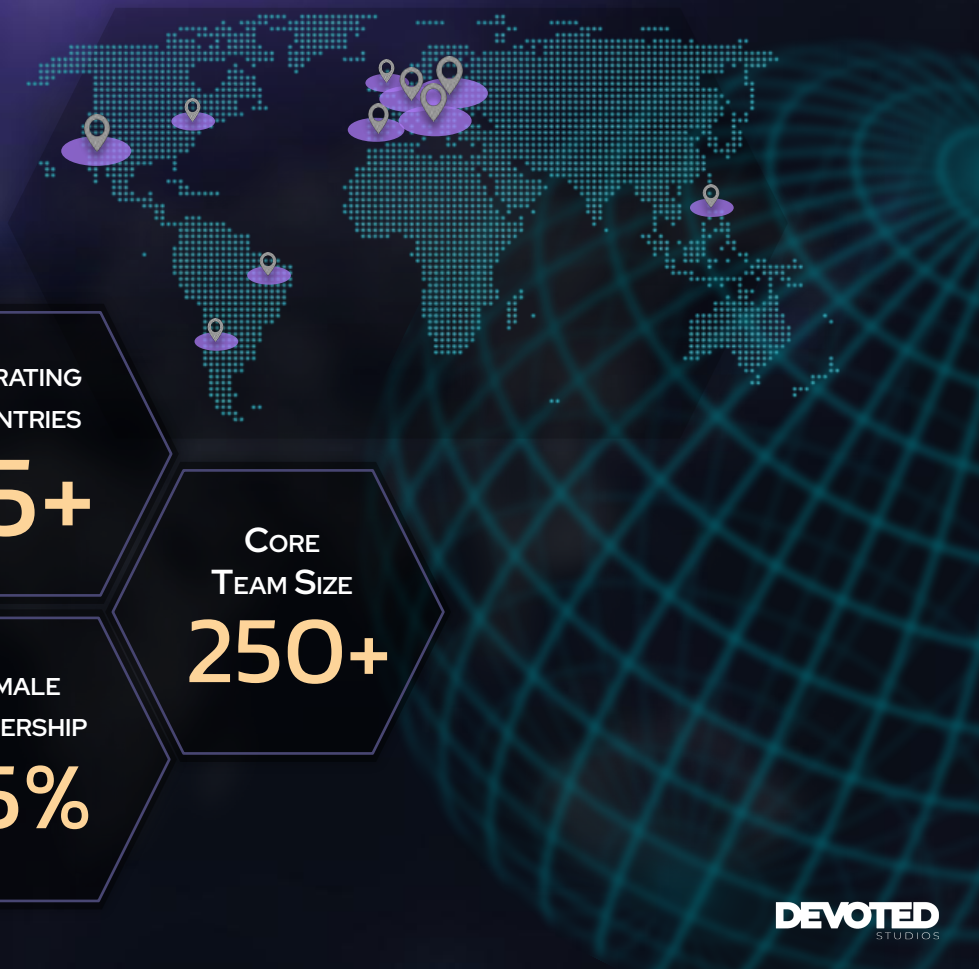
250+

FEMALE
LEADERSHIP

55%

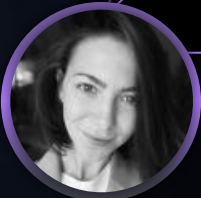
CORE
TEAM SIZE

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

FLAVIUS ALECU
CHIEF TECHNOLOGY OFFICER



RED DEAD
REDEMPTION II

grand theft
auto V

EVERYWHERE 3

PS5

JASON MILLENA
EXECUTIVE CREATIVE DIRECTOR



THE LORD OF THE RINGS
HEROES
OF MIDDLE-EARTH

JURASSIC WORLD
PRIMAL OPS

RUNESCAPE

GAME OF THRONES
BEYOND
WALL

HALO 2

EVERYWHERE 3

GUILD WARS 2

WWE 2K22

IGOR KOVALOV
EXECUTIVE ART DIRECTOR



GUILD WARS 2

BACK 4 BLOOD

PREDECESSOR

WWE 2K22

EUGENE KASYAN
3D ART DIRECTOR



DRAGON AGE
ORIGINS

DAUNTLESS

DRAGON AGE II

DRAGON AGE
INQUISITION

NIGHTINGALE

TYLER LEE
UX/UI LEAD



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



android



iOS



XBOX



Art Portfolios

Realistic



OPEN PORTFOLIO

Stylized



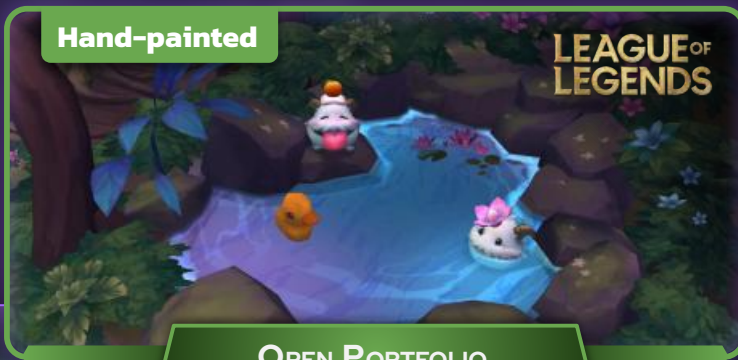
OPEN PORTFOLIO

Cartoony



OPEN PORTFOLIO

Hand-painted



OPEN PORTFOLIO



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



ENGINES AND
PLATFORMS:



TEAM ROLE

- Co-development on several features
- UI implementation & engineering
- Optimization

INVINCIBLE VS

SKYBLIND

DEVOTED
STUDIOS

ENGINES AND
PLATFORMS:



TEAM ROLE AS A CODEV PARTNER

- Co-development, UI engineering
- Feature engineering support
- Services integration

THE OUTER WORLDS 2

OBSIDIAN
ENTERTAINMENT

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ENGINES AND
PLATFORMS:



ENVIRONMENT LIGHTING



TEAM ROLE

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





TEAM ROLE

- In-game & cinematic 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.



Lighting Setup UE5



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.



RISK OF RAIN 2

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

gearbox
software

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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

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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

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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.





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



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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.



Sunderfolk

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



DREAMHAVEN

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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!



Five Nights at Freddy's

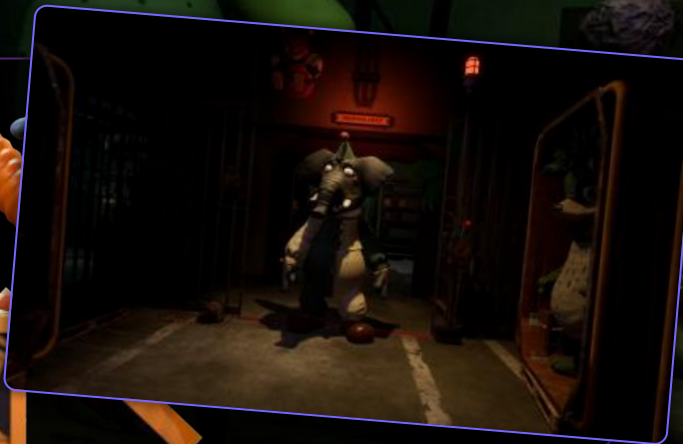
SECRET OF THE MIMIC

Survival horror



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ENGINES AND
PLATFORMS:



THE GAME

Prepare for heart-pounding thrills as you explore the labyrinth of the deserted Costume Manor, uncovering remnants of Edwin's unfinished work and eluding the monster he created. Experience Five Nights at Freddy's: Secret of the Mimic and survive the mystery and madness – now available on PlayStation 5, Steam, and the Epic Games Store.

TEAM ROLE

- Co-dev
- UI & Gameplay Engineering
- 3D Tech Art
- Art Production
- Switch ports



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





Porting from PC to VR



ByteDance

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PLATFORMS:

PICO



// 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

TEAM ROLE

- Porting
- Meta → Neo 3 & Pico 4/4 Ultra
- Meta Quest 2, 3, Pro
- VR → PC / PS5 / Xbox / Switch

OUR ACHIEVEMENTS

- ✓ On-time delivery and project visibility
- ✓ Custom achievements screen
- ✓ RAM, CPU, GPU optimization
- ✓ UI and platform features adaptation

KEY CHALLENGES

- ❑ Multi-stakeholder coordination
- ❑ Pico hardware & software adaptation

EXPANDING BEYOND

Five Nights at Freddy's

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ENGINES AND
PLATFORMS:



Why Devoted?

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



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





EVERYWHERE

BUILD A ROCKET BOY™

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STUDIOS

ENGINES AND
PLATFORMS:



Lighting Setup UE5



TEAM ROLE

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

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.

IRE

a prologue

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



probably
MONSTERS

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STUDIOS

ENGINES AND
PLATFORMS:



TEAM ROLE

- Technical Design
- Gameplay implementation
- Final polish

OUR ACHIEVEMENTS

- ✓ Supported the team to meet launch deadlines on a compressed schedule with limited onboarding.



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.





Free-to-play
party game



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STUDIOS

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!



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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

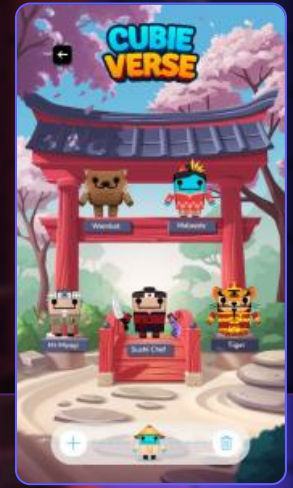
Explore the World!

TITANIUM
TOASTER



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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

SKYBORNE GENESIS

Explore, trade, tame, craft, & battle your way through the Skyborne Universe in this social world RPG

Revolving
GAMES

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STUDIOS

ENGINES AND
PLATFORMS:



iOS



TEAM ROLE

- Engineering
- Game Design
- Tech Art

OUR ACHIEVEMENTS

- ✓ Drastically improved camera view
- ✓ Performance exceeded client's frame rate limits
- ✓ Map editor optimized designer workflow, speeding up map creation by up to 5 times



WAR OF NOVA

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

Revolving
GAMES

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STUDIOS

ENGINES AND
PLATFORMS:



TEAM ROLE

- Engineering
- Co-Development

OUR ACHIEVEMENTS

- ✓ Significantly improved camera view
- ✓ Exceeded client's frame rate limits with performance optimization
- ✓ Introduced map editor, speeding up workflow by up to 5 times



OTHER SERVICES

IMMERSIVE VIRTUAL EXPERIENCES





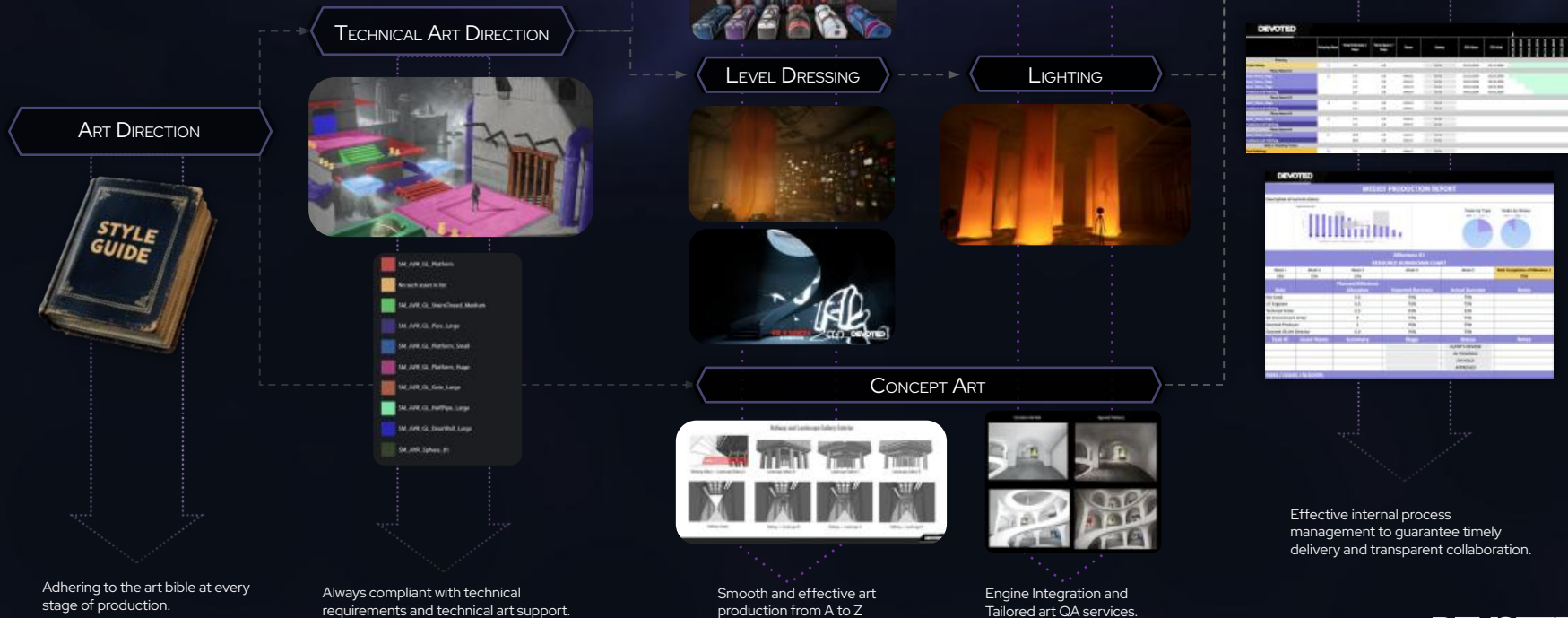
ART PROJECTS

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



Process Overview

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 Environment



End-to-End 3D
Environment created for:



2D Phases



Draft with variations



Coloring sketches

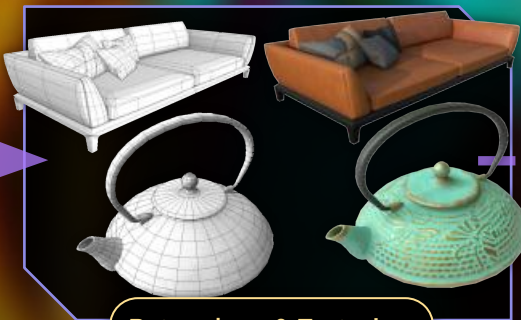


Details polishing

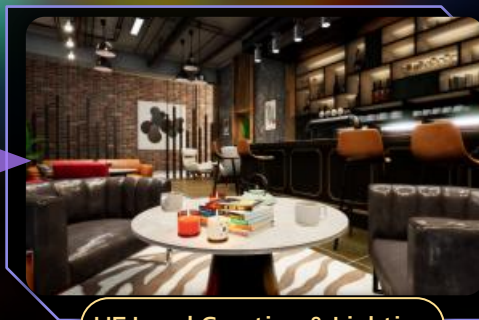
3D Phases



High-poly sculpting



Retopology & Texturing



UE Level Creation & Lighting

Main Stages for

Creating End-to-end Stylized Characters

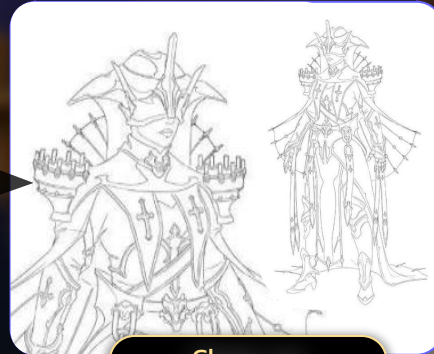
2D Phases



References



Draft Sketches



Clean-up



Coloring & Polish

3D Phases



High-poly Sculpting



Low-poly Retopology



Bake & Texturing



Rigging & Animation

LEAGUE OF LEGENDS

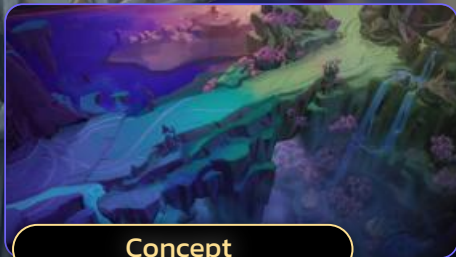


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ENGINES AND
PLATFORMS:



End-To-End Level Art Production



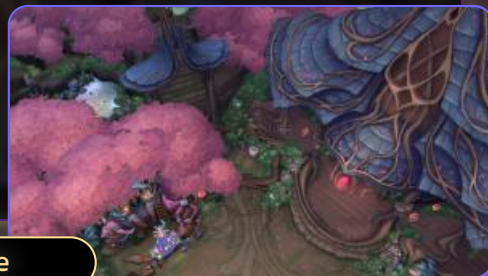
Concept



3D Level



In-game



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 Codex:

- End - 2 - end characters
- End - 2 - end Environment & Props
- In-engine integration

LEAGUE OF LEGENDS

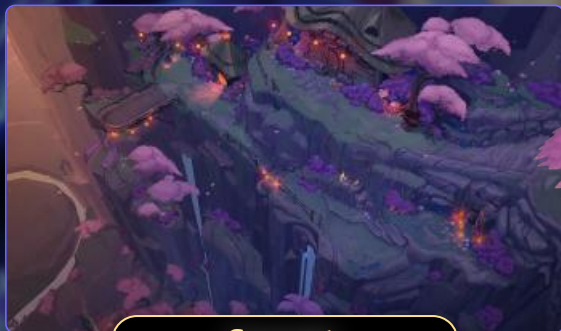


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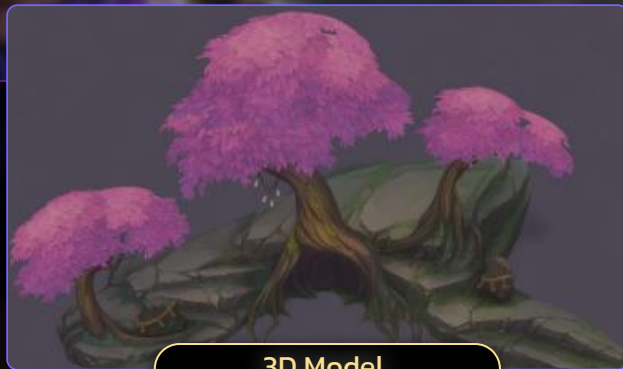
ENGINES AND
PLATFORMS:



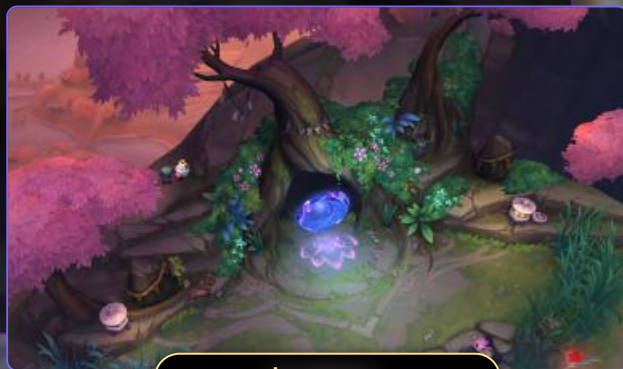
End-To-End Foliage Creation



Concept



3D Model



In game

LEAGUE OF LEGENDS



Engines and
Platforms:



End-To-End Character Creation



Polish



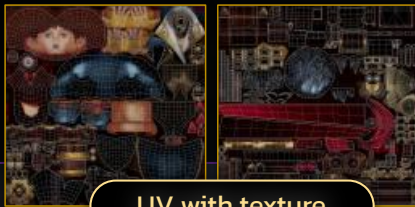
Coloring



Skin Variation



Retopology



UV with texture



Unwrap & Texturing



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
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ENGINES AND
PLATFORMS:



2D Concept



CREATING STYLIZED 3D CHARACTERS

2D PHASES



Reference Collecting



Sketches Defining Shape



Color Variations



Polishing Details

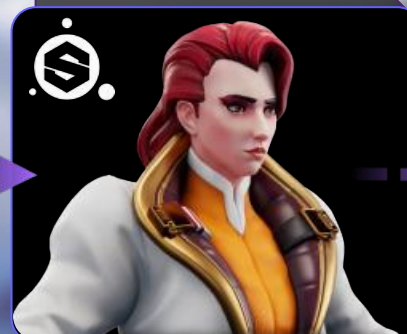
3D PHASES



High-poly Sculpting



Low-poly Retopology



Bake & Texturing



Maps Set Optimization

FORTNITE

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



Sony
Immersive
Music Studios

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ENGINES AND
PLATFORMS:

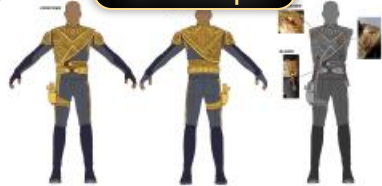


FORTNITE

TEAM ROLE

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

2D Concepts



High-poly Sculpt



Final Render



High-poly Sculpt



Retopology



Final Render



SLEEPY
HALLOW

myles
smith

Main Stages for Creating weapon skins



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.



Soldier 76 / Overwatch Academy Skin / Weapon



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

TEAM ROLE

- 2D concept art for skins





TEAM ROLE

Art Co-dev:

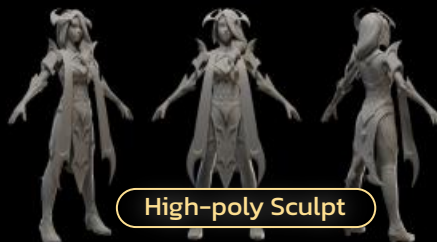
- End-to-end characters, skins & weapons
- Skinning & Rigging
- 20 people at peak

“ 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

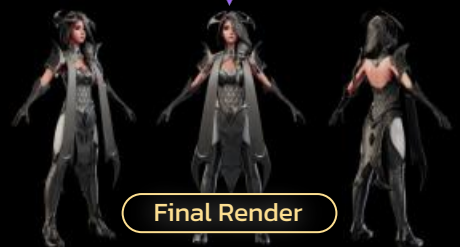
Concept Art



High-poly Sculpt



Retopology



Final Render

SEEKERS OF SKYVEIL

Games designed for
people, not platforms.

Elodie **DEVOTED**
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ENGINES AND
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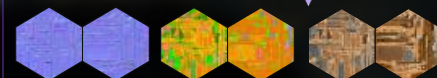
ENGINES AND
PLATFORMS:



High-Poly Sculpt



Retopology



Mapping and Texture



In-Game

TEAM ROLE

- 2D & 3D Art (Characters, Large Scale Environments, Props)
- 50 members at peak

OUR ACHIEVEMENTS

- ✓ 4-year end-to-end art partnership
- ✓ Contributed to 3 Obsidian projects / teams
- ✓ Trusted partner across Microsoft Studios

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ENGINES AND
PLATFORMS:



Concept Art Creation



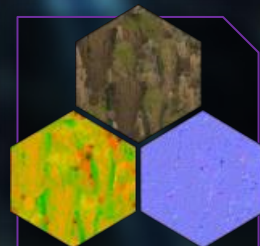
High-Poly Sculpt



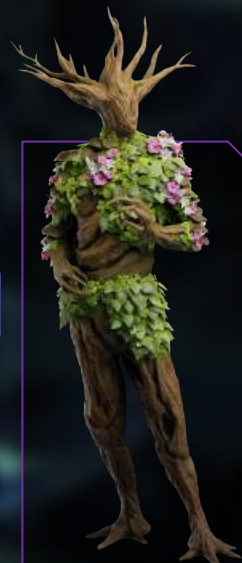
Retopology



Mapping and Texture



Final Render



Chris Naves

Lead Art Outsourcing
Manager at 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.

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ENGINES AND
PLATFORMS:



3D Clothing Creation Pipeline

High-Poly Sculpt



Retopology



Final Render



AVOWED

Foliage Production

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ENGINES AND
PLATFORMS:



THE OUTER WORLDS 2

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ENGINES AND
PLATFORMS:



TEAM ROLE

Our team shaped the game's visual identity, creating fully realized **3D characters** and unique **end-to-end alien creatures**. We designed both **in-game** and **cinematic lighting** setups in Unreal Engine 5, bringing depth, mood, and sci-fi charm to every scene.

Character / Creature creation





TEAM ROLE

We delivered high-quality **3D characters** and intricately designed **3D hair**, crafted with precision to bring every character to life. Each element was carefully created to tell a compelling story and elevate the player experience to new heights.



BACK 4 BLOOD



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ENGINES AND
PLATFORMS:



END-TO-END CHARACTER PRODUCTION CUSTOMIZATION

Your characters, Your Way – No Limits, No Boundaries





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



High-poly Sculpting

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

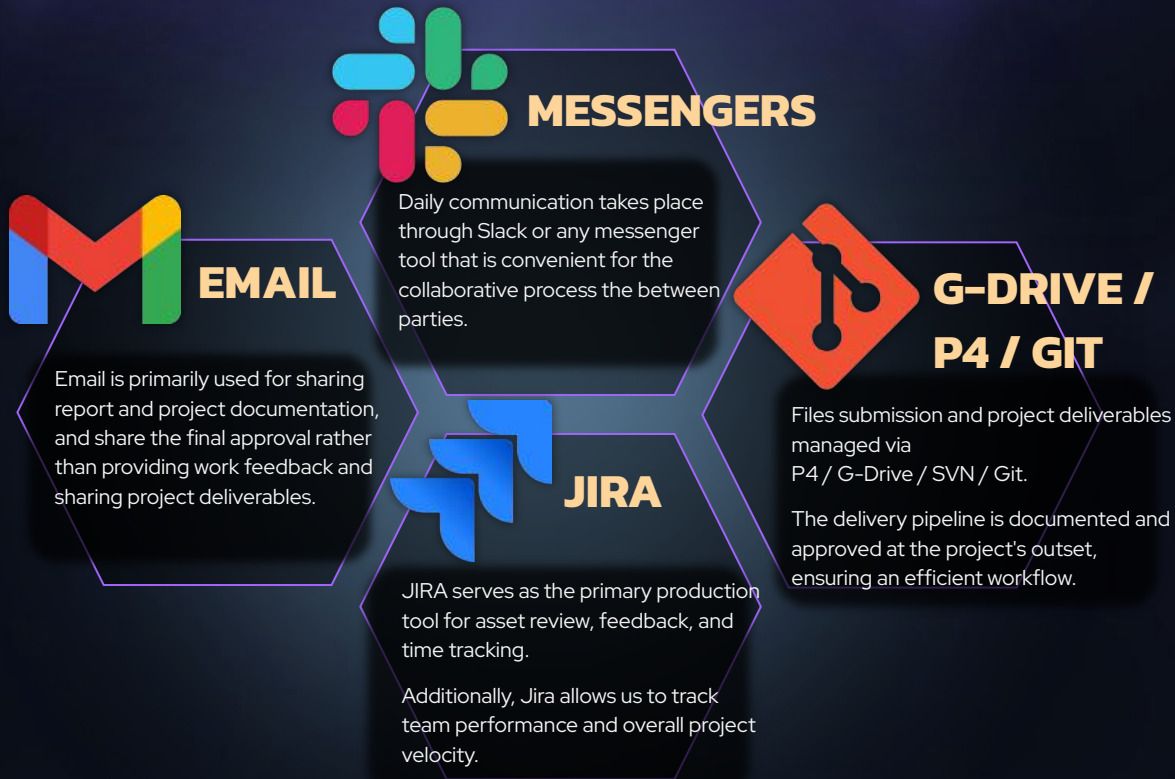
Sprint **Demos** and **Retros** happen on a weekly or bi-weekly basis and generate informative reports with the:

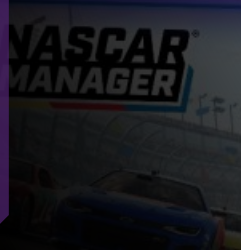
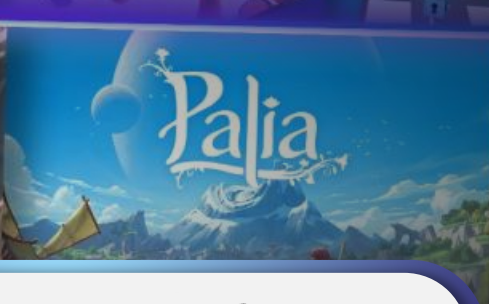
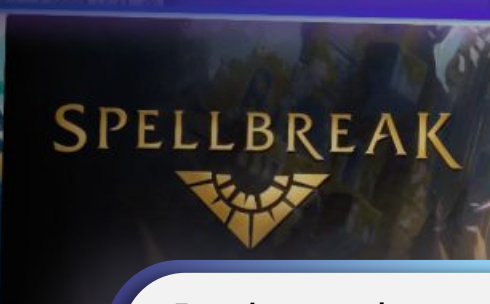
- Results of what's been done,
- Current project status (on track / at risk),
- Improvement ideas related to the cooperation process,
- General questions & feedback.

Devoted Change Request Policy:

[CHECK DETAILS](#)

Tools We Use





Reach out to learn more about our projects!

DEVOTED
STUDIOS