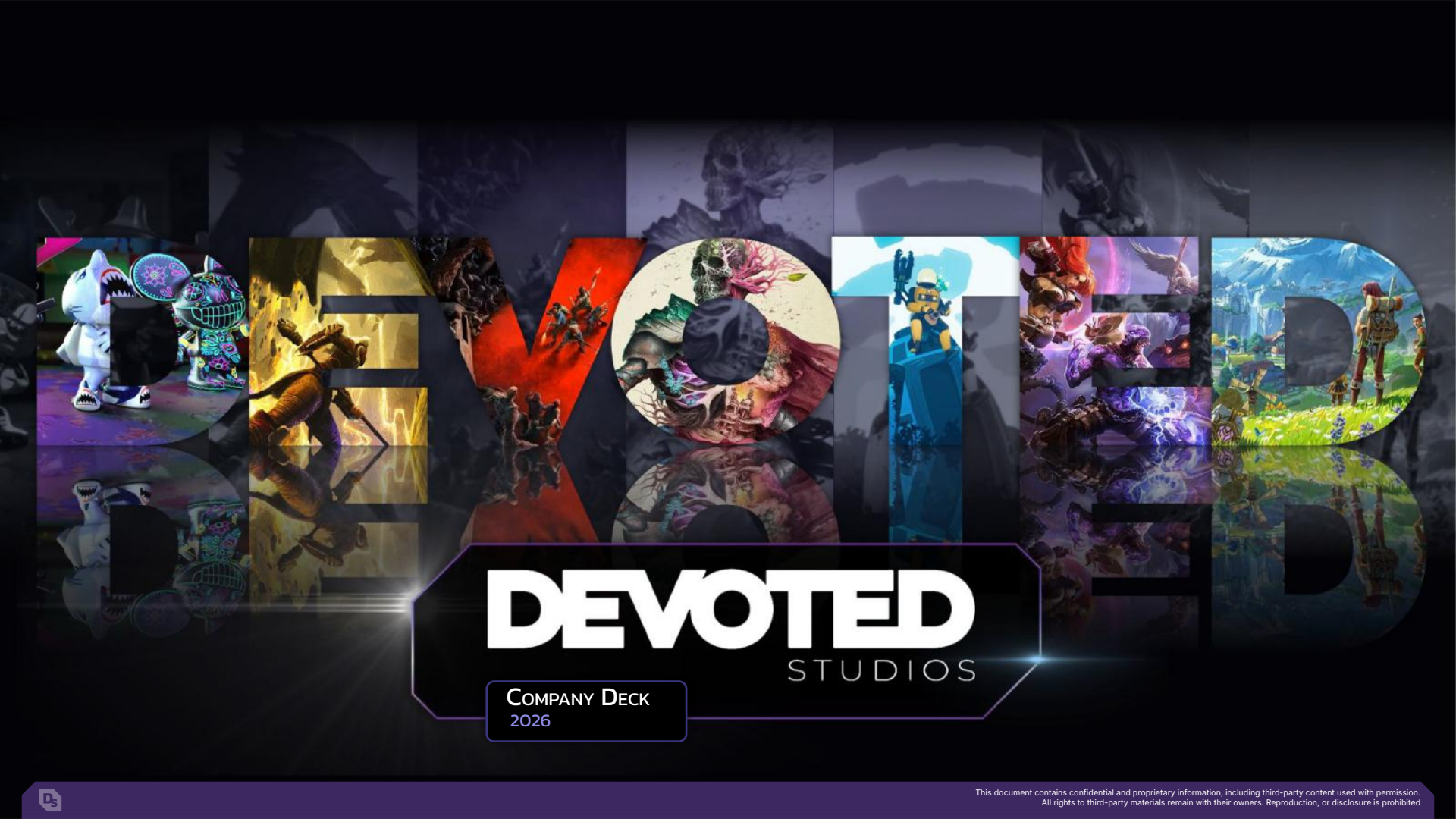



# Company Deck

2026

This document contains confidential and proprietary information, including third-party content used with permission.
All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# ABOUT US

DEVOTED STUDIOS



## Our Studio

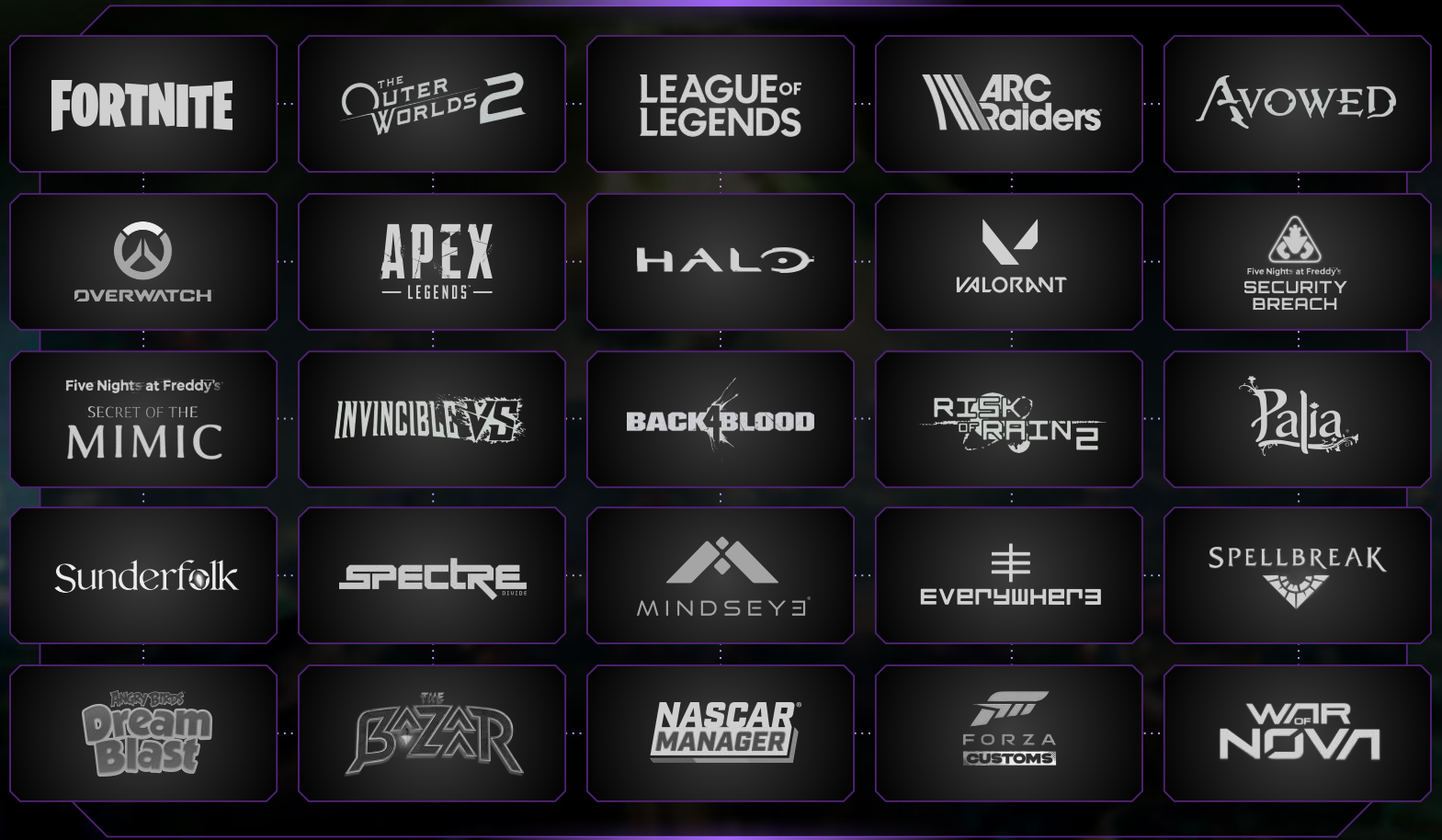
- We're your partner in Engineering, Co-Development, Porting, Art and End-to-End Production.
- Our goal is to enhance outsourcing efficiency, providing a one-stop shop for all aspects of game development, from A to Z.
- Our team is made up of experienced, multinational production managers who understand 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 · Second Dinner

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

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited




This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# Company Facts



**Happy Clients**
90+

**Founded**
2018

**Operating Countries**
15+

**Projects**
250+

**Core Team Size**
250+

**Female Leadership**
55%



This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# DEVOTED STUDIOS Key Personnel



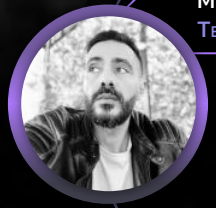
**Iryna Vishnetskaia**
VP of Production

Everywhere
Guild Wars 2
Apex Legends
Halo: The Master Chief Collection
League of Legends



**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



**Michael Bitsakis**
Technical Art Director

Everywhere
League of Legends
Airpkoria
Fortnite
The Outer Worlds 2
Avowed

Guardians of the Galaxy
Borderlands 4
Deus Ex: Mankind Divided
Gotham Knights



**Jean-Francois Goulet**
Studio Technical Director

Everywhere
Guild Wars 2
League of Legends
Halo 2
Apex Legends
Destiny 2
Valorant



**Igor Kovalov**
Executive Art Director

The Outer Worlds 2
Mindseye
Guild Wars 2
Predecessor
WWE 2K22



**Eugene Kasyan**
3D Art Director



This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# Recent Showreel






This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# Our Services

## 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

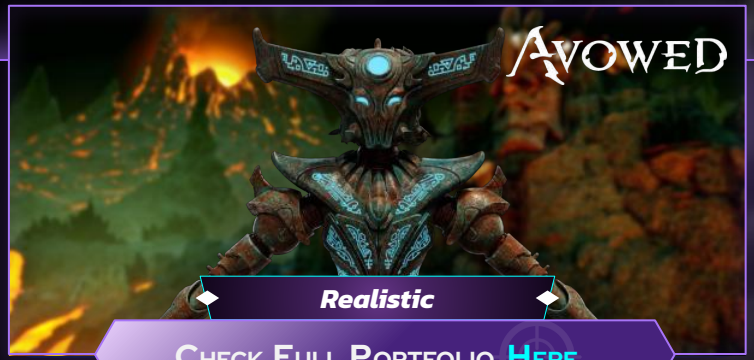
**Supporting all popular platforms**

Unity · Unreal Engine · Nintendo Switch · PlayStation · android · iOS · Xbox · Windows



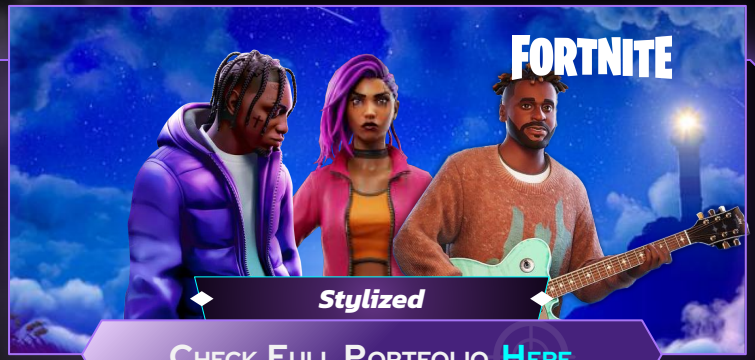
This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# Art Portfolios




*Realistic*

CHECK FULL PORTFOLIO HERE




*Stylized*

CHECK FULL PORTFOLIO HERE




*Cartoony*

CHECK FULL PORTFOLIO HERE




*Hand-painted*

CHECK FULL PORTFOLIO HERE



This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# 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

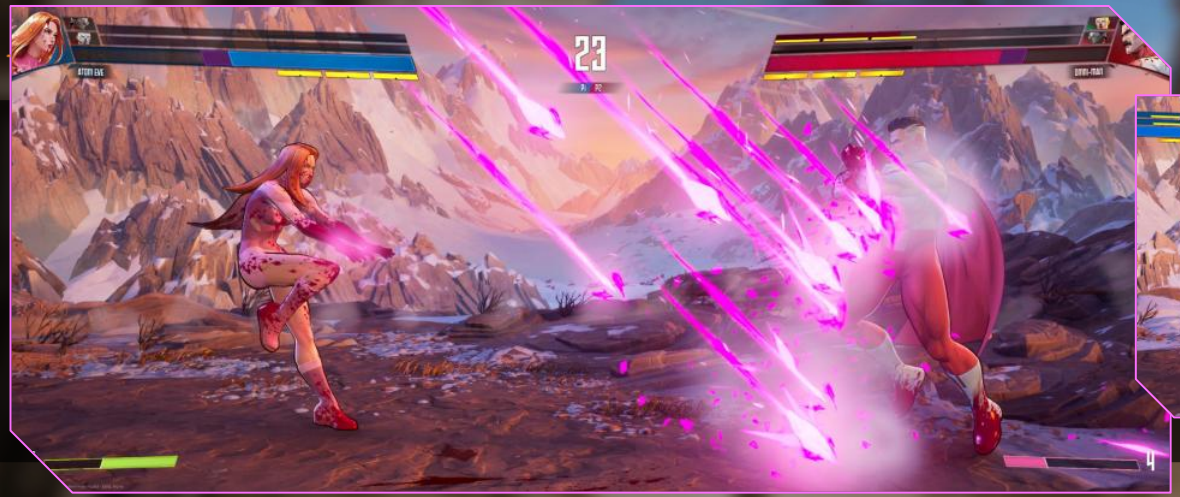
Selected Works

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# INVINCIBLE VS

SKYBOUND DEVOTED STUDIOS

ENGINES AND PLATFORMS: XBOX SERIES X|S, XBOX PC, PS5, STEAM









## TEAM ROLE AS A CODEV PARTNER

- **Co-dev & 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

*"Thank you Devoted! Your help and contribution made this a reality. Appreciate all the **devotion** and **dedication** your team delivers everyday. Your company is what it says!"*



**Dan Murray**
Managing Partner, Skybound

CO-DEV ENGINEERING

SELECTED WORKS

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# 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







## 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

SELECTED WORKS

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# 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

## 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:

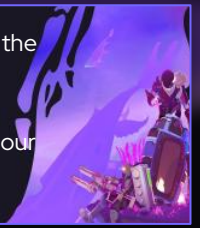
Successful port of Gearbox's Unity-powered roguelike Risk of Rain 2, well-received by players.



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.



Selected Works

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# THE OUTER WORLDS 2

OBSIDIAN entertainment DEVOTED STUDIOS

ENGINES AND PLATFORMS: UE5 XBOX

## ENVIRONMENT LIGHTING





## TEAM ROLE

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





LIGHTING 3D ART





SELECTED WORKS

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# The Outer Worlds 2

OBSIDIAN Entertainment

DEVOTED STUDIOS

Engines and Platforms: UE5 XBOX

## Selected Works

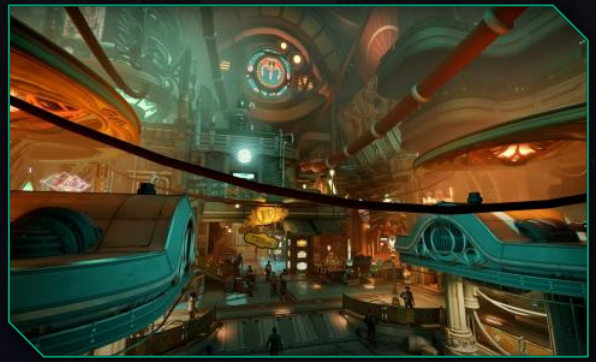














LIGHTING

3D ART

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# The Outer Worlds 2

OBSIDIAN entertainment | DEVOTED STUDIOS

Engines and Platforms: UE5 | Windows | Xbox

## Character / Creature creation highlights:







Selected Works

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction or disclosure is prohibited

3D ART

# Spectre Divide

An innovative free-to-play 3v3 tactical shooter

MOUNTAINTOP DEVOTED STUDIOS

ENGINES AND PLATFORMS: Duality

## 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.









CO-DEV ENGINEERING

SELECTED WORKS

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# 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

CO-DEV ENGINEERING

SELECTED WORKS

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials are with their owners. Reproduction, or disclosure is prohibited

MINDSEYE

BUILD A ROCKET BOY DEVOTED STUDIOS

ENGINES AND PLATFORMS:

SELECTED WORKS

# Lighting Setup UE5









## TEAM ROLE

- UE5 Lighting
- Tech Art Tools Creation
- Engineering
- 3D Character & Hair
- 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 | LEVEL ART | ENGINEERING

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

MINDSEYE™

BUILD A ROCKET BOY DEVOTED STUDIOS

ENGINES AND PLATFORMS:







SELECTED WORKS

LEVEL ART | ENGINEERING | LIGHTING | 3D ART

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# DARK PALS

skunx GAMES

DEVOTED STUDIOS

Engines and Platforms: UE5

## Lighting Setup UE5











## TEAM ROLE

- UE5 Lighting – full ownership
- Visual Polish & Atmosphere
- Gameplay Clarity Lighting
- Baked & Dynamic Lighting
- Cinematic / Sequencer Lighting
- Lighting Blueprints & GI Systems

Devoted owned the full lighting pipeline end-to-end – sole lighting partner, no internal lighting artist on the client side, delivering both visual atmosphere and gameplay clarity.

LIGHTING TECH ART

SELECTED WORKS

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# DARK PALS

skunx GAMES

DEVOTED STUDIOS

Engines and Platforms: UE5

## Lighting Setup UE5















LIGHTING TECH ART

Selected Works

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# EVERYWHERE

BUILD A ROCKET BOY DEVOTED STUDIOS

ENGINES AND PLATFORMS:

## 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
- Lighting
- Concept & 3D art production

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

SELECTED WORKS

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

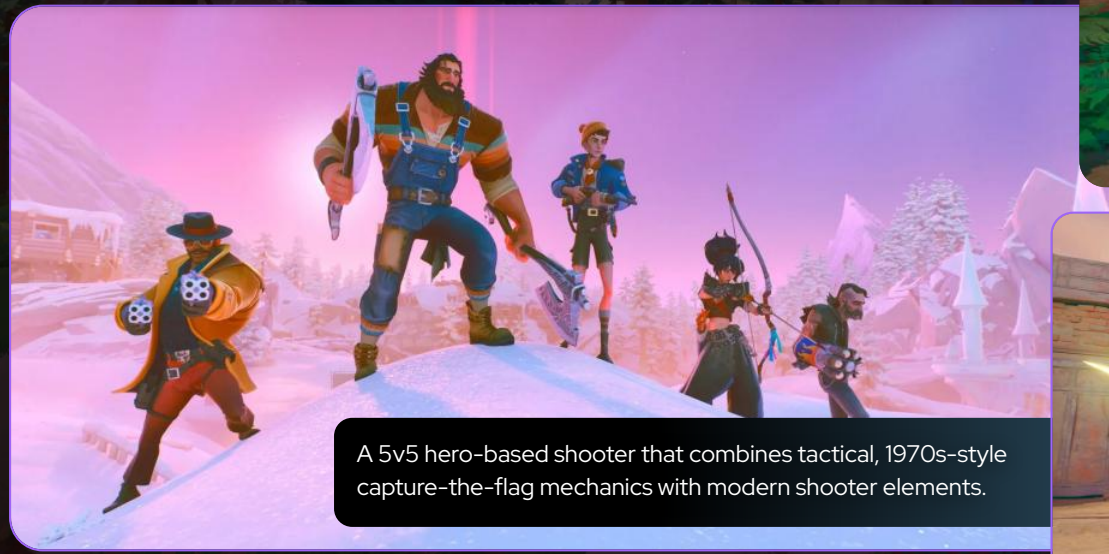
# LAST FLAG

NIGHT STREET DEVOTED STUDIOS

ENGINES AND PLATFORMS:

## TEAM ROLE

- **Co-Dev - Platform & Services Integration:** Backend, sign-in, save/load, Trophies, Achievements, and DualSense features
- **Porting:** Embedded team focused - bootable to release-ready, PS5 and Xbox Series X|S



A 5v5 hero-based shooter that combines tactical, 1970s-style capture-the-flag mechanics with modern shooter elements.







CO-DEV PORTING

ART PROJECTS

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# SPELLBREAK

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

PROLETARIAT DEVOTED STUDIOS

ENGINES AND PLATFORMS: NINTENDO SWITCH







## 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

SELECTED WORKS

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

Five Nights at Freddy's
# SECURITY BREACH

VR survival horror

DEVOTED STUDIOS

Engines and Platforms: XBOX, NINTENDO SWITCH







## 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

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# Expanding Beyond Five Nights at Freddy's

DEVOTED STUDIOS

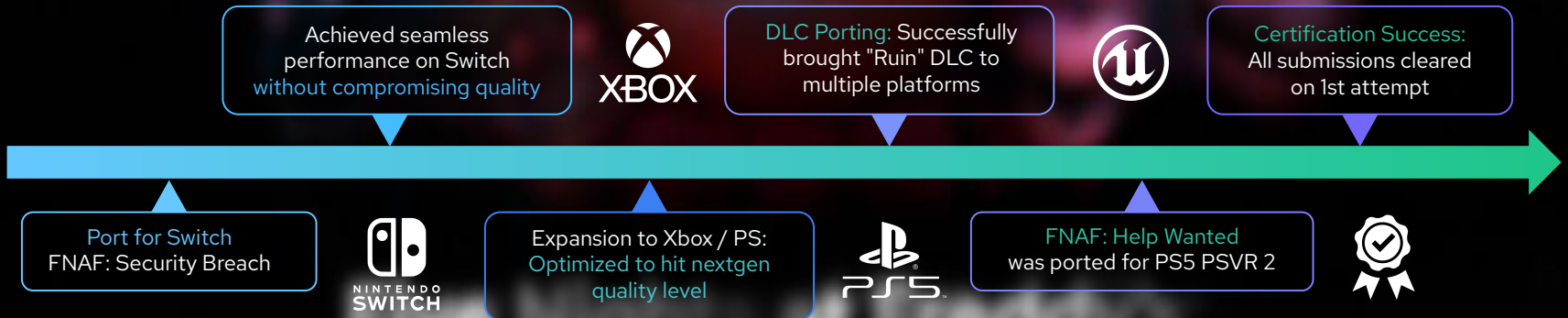
Engines and Platforms: XBOX, NINTENDO SWITCH, PS

Selected Works

## 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.




This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

Five Nights at Freddy's

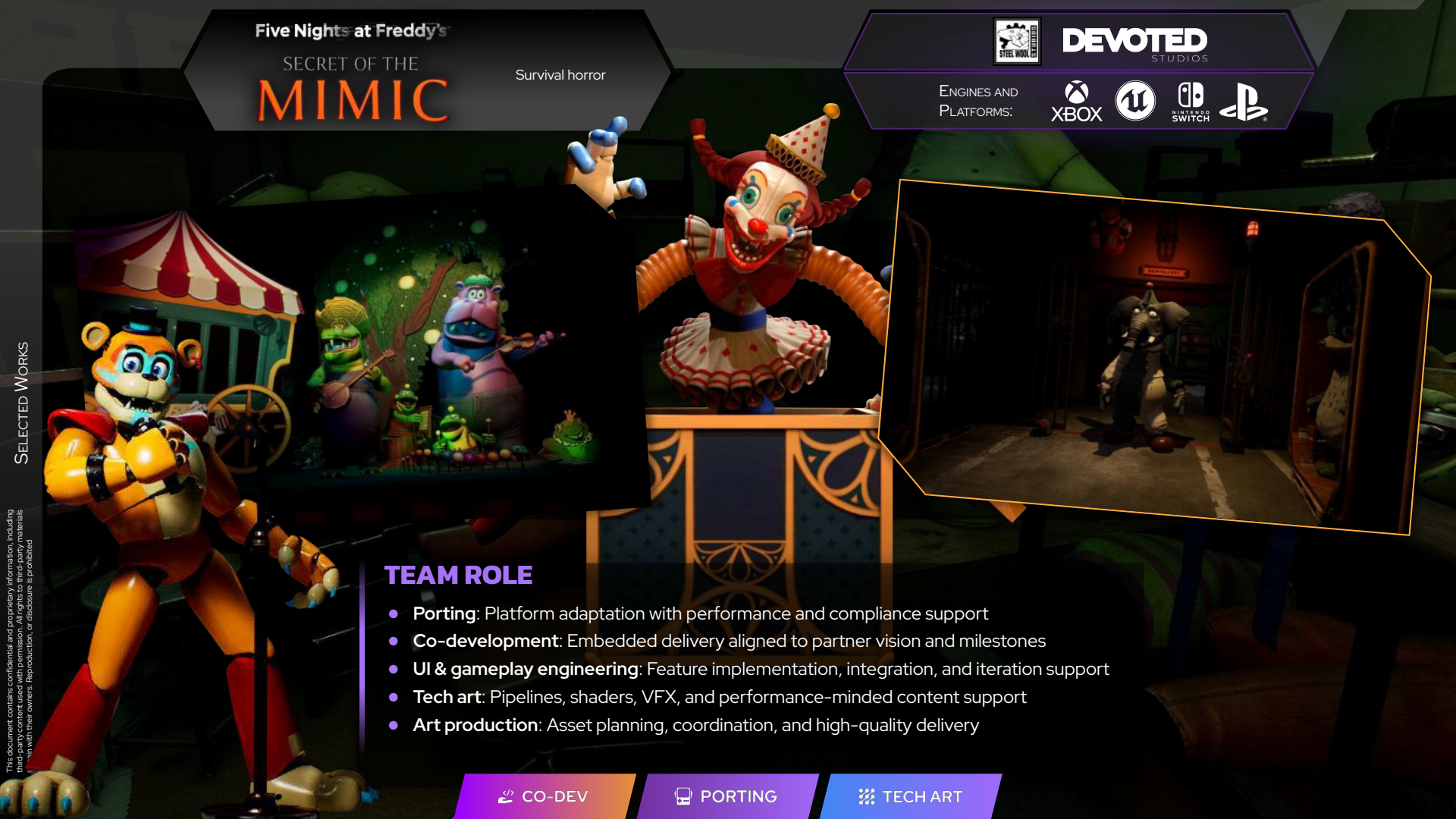
# SECRET OF THE MIMIC

Survival horror

STEEL WOOL STUDIOS

DEVOTED STUDIOS

ENGINES AND PLATFORMS: XBOX · NINTENDO SWITCH



## 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

SELECTED WORKS

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# Sunderfolk

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

DREAMHAVEN DEVOTED STUDIOS

ENGINES AND PLATFORMS: XBOX SERIES X|S NINTENDO SWITCH



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




## TEAM ROLE

- Co-Dev
- Porting
- Tech Art
- Engineering

## OUR ACHIEVEMENTS

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

CO-DEV | PORTING | TECH ART | ENGINEERING

SELECTED WORKS

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# 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.**

TECH ART

ENGINEERING

Selected Works

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# AIRPHORIA

FORTNITE × NIKE

AIRMAX DN · DEVOTED STUDIOS

ENGINES AND PLATFORMS: UNREAL ENGINE · FORTNITE

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.

LIGHTING · FULL-DEV · 3D ART · TECH ART · LEVEL ART

SELECTED WORKS

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

WHY END-TO-END?

# ONE PIPELINE. ZERO HANDOFF TAX.

From 2D Concept to Final 3D Asset – One Aligned Team, One Studio.

## 30%+
### TIMELINE REDUCTION

End-to-end projects consistently deliver 30%+ faster vs. multi-vendor pipelines.

## 0
### HANDOFF DELAYS

No file transfers, no briefing gaps between vendors – one team owns concept through final.

## EARLY
### PARALLEL 3D ASSETS

Shape blocking starts as soon as concept proportions are approved – not after final sign-off.

## LIVE
### INTERNAL QA LOOP

Concept artists clarify issues internally – no round-trip back to you for small corrections.

## 1
### ALIGNED UNIT

One studio owns accountability. One point of contact.
One delivery standard.

END-2-END

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

DEVOTED STUDIOS

# League of Legends

RIOT GAMES DEVOTED STUDIOS

Engines and Platforms:









## 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

LEVEL ART

END-TO-END PRODUCTION

Art Projects

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# League of Legends

RIOT GAMES DEVOTED STUDIOS

Engines and Platforms:



As a part of Arcane's Season 2 release, **Devoted Team** contributed to an update to League of Legends' game mode ARAM (All Random All Mid) — a faster-paced, single-lane version of the main game. Contributing to all parts of the level from concept to engine integration, successfully delivered an experience that blends League's classic style with fresh, thematic elements.




LEVEL ART

END-TO-END PRODUCTION

Art Projects

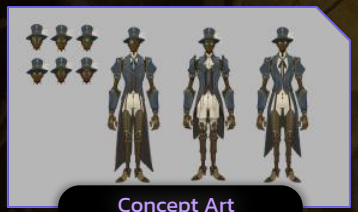
This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# League of Legends

RIOT GAMES DEVOTED STUDIOS

Engines and Platforms:

## End-To-End Character Creation



Concept Art

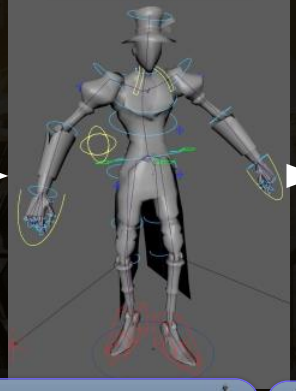


In-game Model

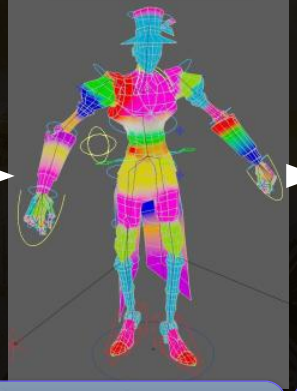


3D

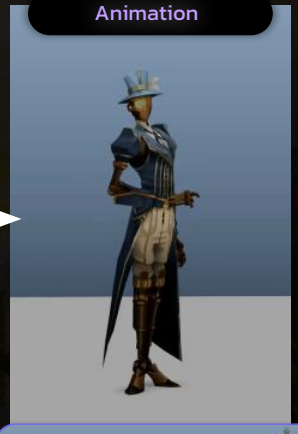
Rigging



Skinning

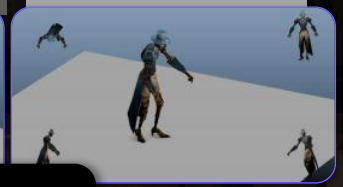


Animation









Keyframe Animation

**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

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# 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: FORTNITE







## TEAM ROLE

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



END-TO-END PRODUCTION · 3D ART

ART PROJECTS

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# FORTNITE

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

EPIC GAMES · Sony Immersive Music Studios · DEVOTED STUDIOS

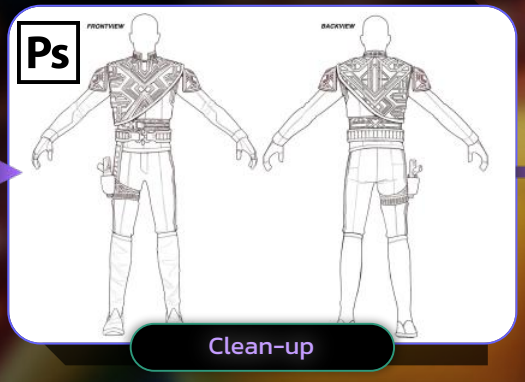
Engines and Platforms: FORTNITE

Art Projects

## 2D Phases




References




Clean-up




Coloring & Polish

## 3D Phases



High-poly Sculpting



Bake & Texturing



Skinning & Rigging



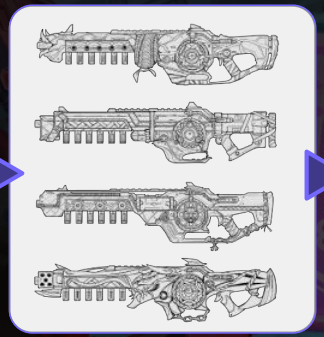
Animation

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# Main Stages for
## Creating weapon skins



Original Design + Skin



Sketch Defining Shape

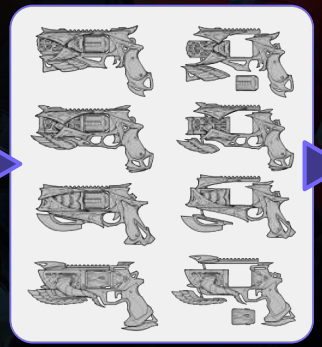


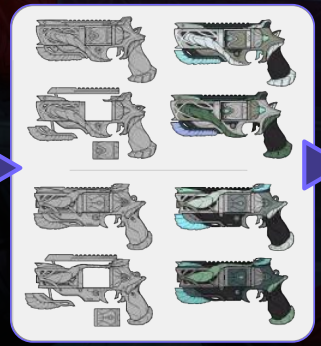
Paintovers



Polish Angles & Callouts









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



This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

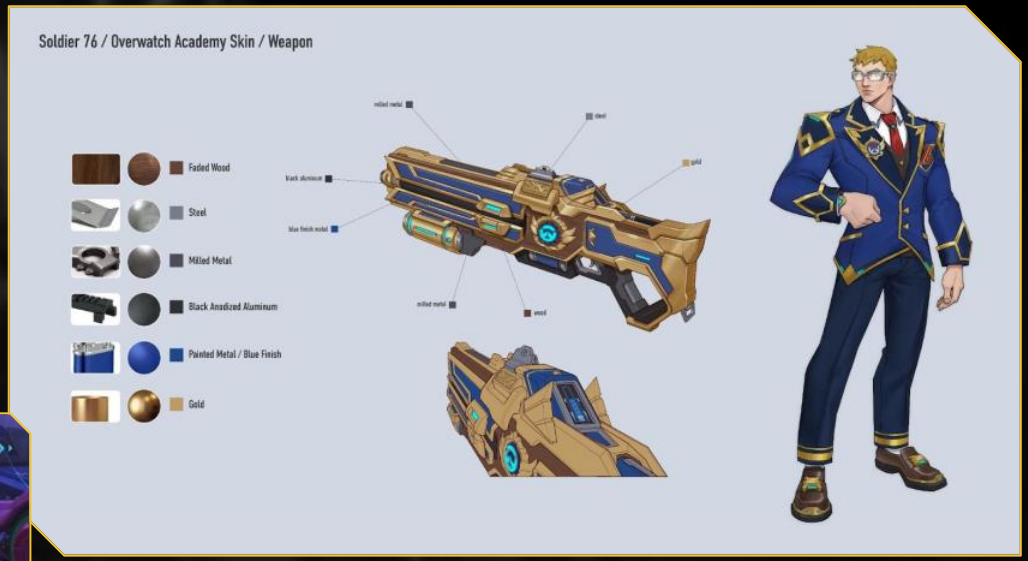
DEVOTED STUDIOS

# OVERWATCH

BLIZZARD ENTERTAINMENT DEVOTED STUDIOS

ENGINES AND PLATFORMS:








## 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

ART PROJECTS

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# OVERWATCH®

BLIZZARD ENTERTAINMENT DEVOTED STUDIOS

ENGINES AND PLATFORMS:



ART PROJECTS

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# OVERWATCH

BLIZZARD ENTERTAINMENT DEVOTED STUDIOS

ENGINES AND PLATFORMS:













ART PROJECTS

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

2D ART

# Seekers of Skyveil

Games designed for people, not platforms.

Elodie DEVOTED STUDIOS

Engines and Platforms:









2D ART | 3D ART | END-TO-END PRODUCTION

Art Projects

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# Seekers of Skyveil

Games designed for people, not platforms.

Elodie — Devoted Studios

Engines and Platforms:

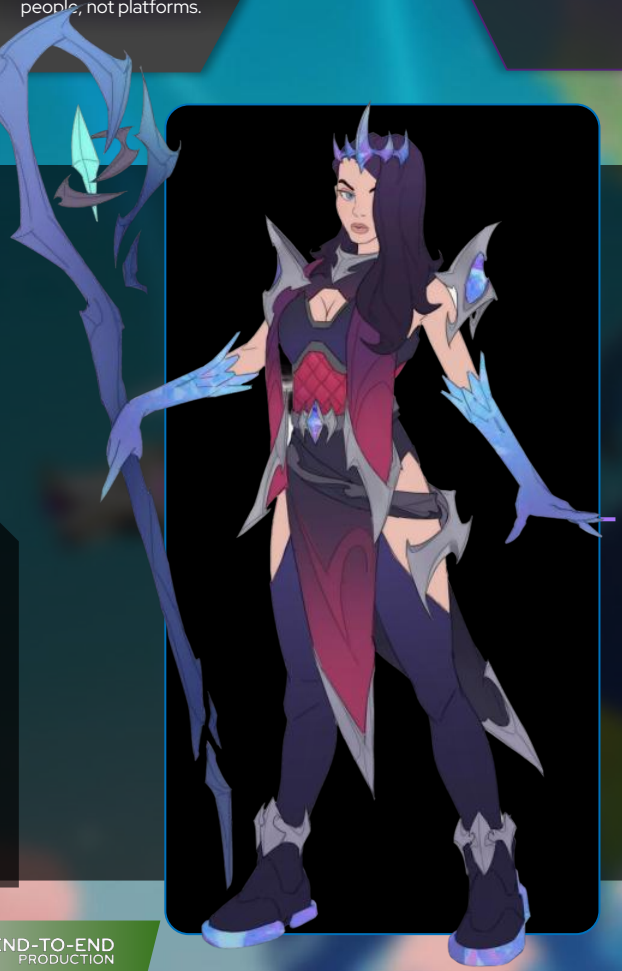
## TEAM ROLE

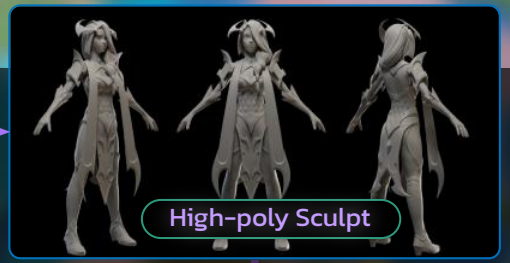
- End-to-end characters, skins & weapons
- Skinning & Rigging
- 20 people at peak

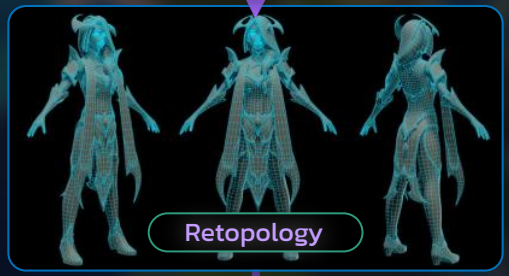
*"Speaking on behalf of my team we are very fortunate to have the Devoted team as a partner in development on this project. We're a very small team with limited time and resources - Devoted has been able to force multiply our abilities and close our gaps with their team of experts."*

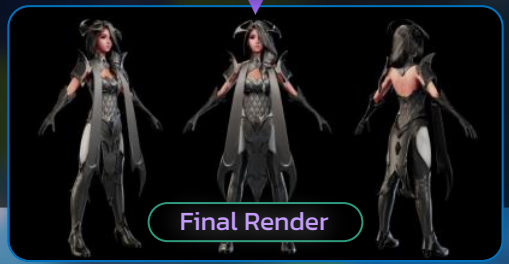


**Sean-Paul Manning**
Art Director, Elodie Games






2D ART | 3D ART | END-TO-END PRODUCTION

Art Projects

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# Seekers of Skyveil

Games designed for people, not platforms.

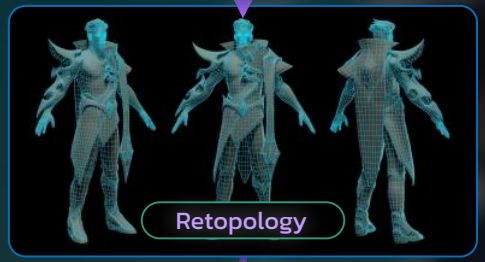
Elodie — DEVOTED STUDIOS

Engines and Platforms:

Art Projects












## Sticker Collection



2D ART | 3D ART | END-TO-END PRODUCTION

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# 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:





## 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

ART PROJECTS

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# 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

### 2D Phases



Reference Collecting



Sketches Defining Shape



Color Variations



Polishing Details

### 3D Phases



High-poly Sculpting



Low-poly Retopology



Bake & Texturing



Maps Set Optimization

Art Projects

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

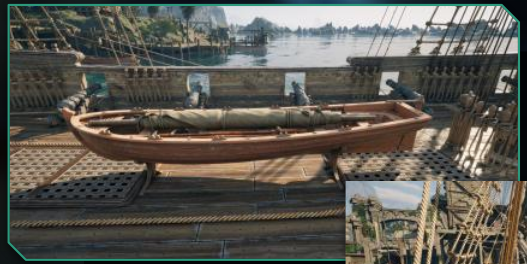
# AVOWED

OBSIDIAN entertainment

DEVOTED STUDIOS

ENGINES AND PLATFORMS:









## 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)

END-TO-END PRODUCTION

ART PROJECTS

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# AVOWED

## Foliage Production

OBSIDIAN entertainment

DEVOTED STUDIOS

ENGINES AND PLATFORMS:



SELECTED WORKS

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction or disclosure is prohibited

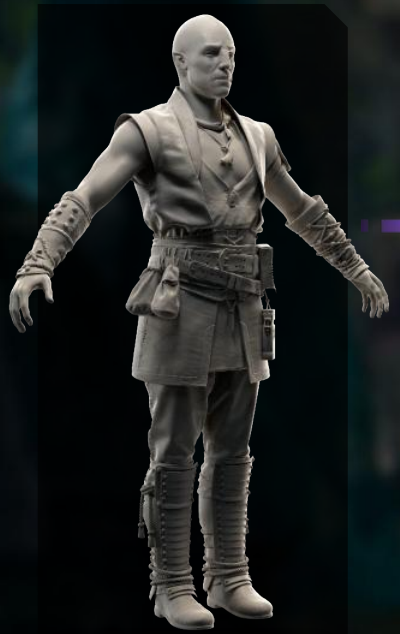
# AVOWED

OBSIDIAN entertainment

DEVOTED STUDIOS

ENGINES AND PLATFORMS:

## 3D Outfit Creation



High-Poly Sculpt



Retopology



Texturing



Final Render

SELECTED WORKS

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# AVOWED

OBSIDIAN entertainment

DEVOTED STUDIOS

Engines and Platforms:

## 3D Outfit Creation



END-TO-END PRODUCTION

Selected Works

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# AVOWED

OBSIDIAN entertainment

DEVOTED STUDIOS

ENGINES AND PLATFORMS:






END-TO-END PRODUCTION

SELECTED WORKS

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# ARGOS
## RIDERS ON THE STORM

OTHERSIDE ENTERTAINMENT
DEVOTED STUDIOS

ENGINES AND PLATFORMS:















## Stylized Creatures






VFX | 2D ART | 3D ART | LEVEL ART

SELECTED WORKS

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# BACK 4 BLOOD

TURTLE ROCK STUDIOS

DEVOTED STUDIOS

Engines and Platforms:



## Selected Works

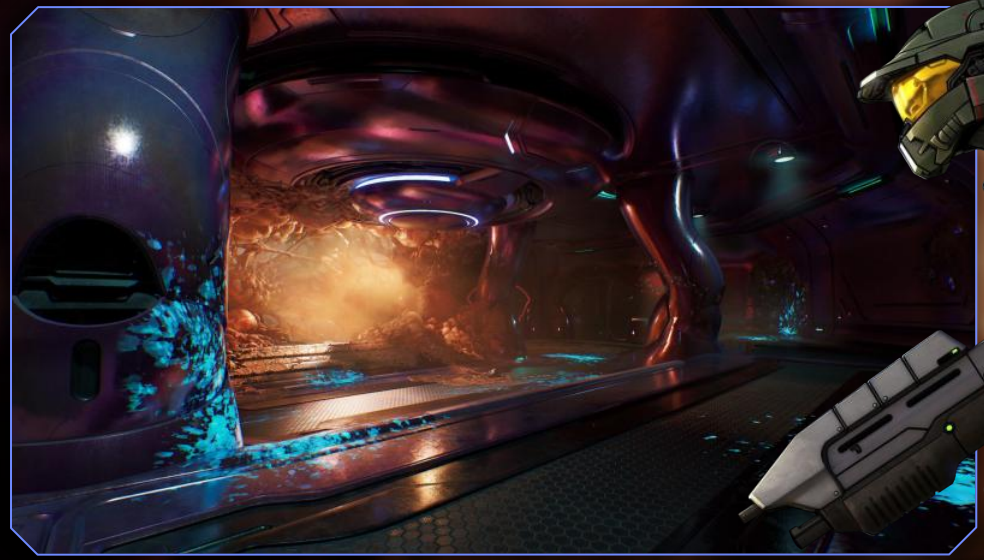
This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

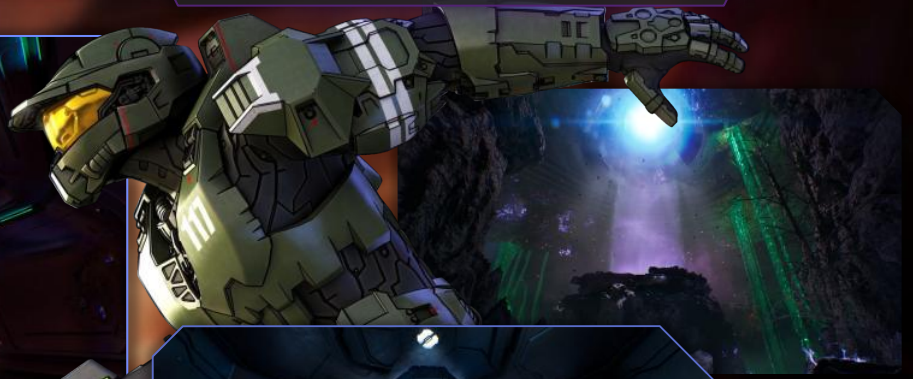
3D ART

# HALO
## CAMPAIGN EVOLVED

HALO STUDIOS DEVOTED STUDIOS

ENGINES AND PLATFORMS: PS5 XBOX SERIES X|S











## TEAM ROLE

- Proxy Lighting - fast iteration on mood & composition
- Artify Lighting - final art direction locked in
- Polish & Optimization - bug-free, ship-ready results
- Embedded team fully integrated for 6 months

LIGHTING

SELECTED WORKS

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# HALO
## THE MASTER CHIEF COLLECTION

HALO STUDIOS DEVOTED STUDIOS

Engines and Platforms:





High-poly Sculpting





3D ART

Art Projects

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# UNGODLY

AZRA GAMES

DEVOTED STUDIOS

ENGINES AND PLATFORMS: PS5

ART PROJECTS




2D ART

3D ART

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# UNGODLY

AZRA GAMES

DEVOTED STUDIOS

ENGINES AND PLATFORMS: PS5

ART PROJECTS












2D ART

3D ART

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# MOBILE GAMES



PROJECT MANAGEMENT

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# 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.

CO-DEV ENGINEERING

SELECTED WORKS

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# NASCAR MANAGER

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

Hutch 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
















CO-DEV | 3D ART | UX/UI DESIGN

SELECTED WORKS

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# FORZA CUSTOMS

Hutch 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.



LEVEL ART

SELECTED WORKS

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# Olympic Games JAM

Free-to-play party game

nWay DEVOTED STUDIOS

Engines and Platforms:

















## 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

SELECTED WORKS

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# 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












CO-DEV ENGINEERING

Selected Works

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# CUBIEVERSE

Explore the World!

TITANIUM TOASTER

DEVOTED STUDIOS

ENGINES AND PLATFORMS:

SELECTED WORKS
















## 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



FULL-DEV | END-TO-END PRODUCTION | ENGINEERING | UX/UI DESIGN

This document ... proprietary information, including ... All rights to third-party materials ... is prohibited ... third-party content ... remain with their ...

# Nickelodeon Teenage Mutant Ninja Turtles: Splintered Fate

SUPER EVIL MEGACORP

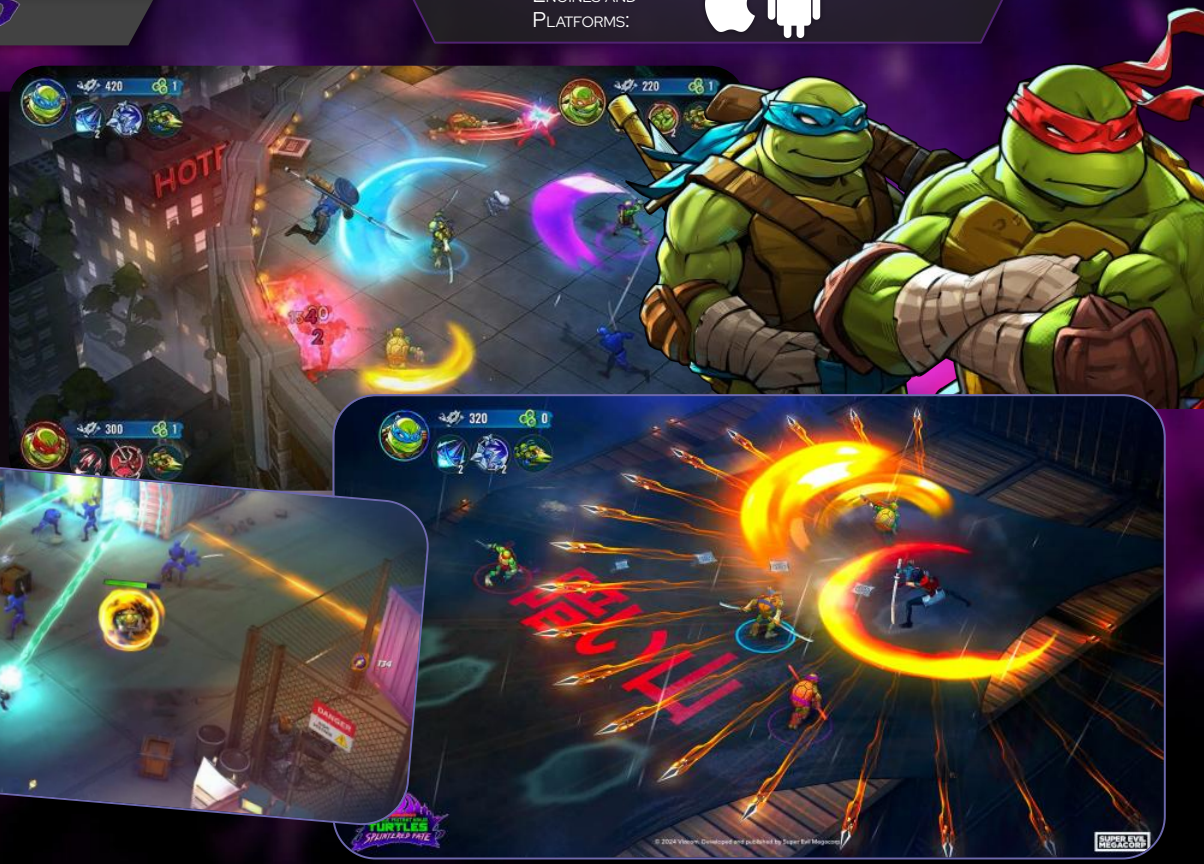
DEVOTED STUDIOS

ENGINES AND PLATFORMS:

## TEAM ROLE

**Devoted Team** delivered end-to-end art production that preserved the TMNT visual identity while bringing fresh energy to every environment, character, and VFX beat

- Embedded team
- 26 people at peak
- End - 2 - end characters and environments
- Animation
- VFX
- UI Icons




VFX | END-TO-END PRODUCTION | ANIMATION

SELECTED WORKS

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# PROJECT MANAGEMENT



DEVOTED STUDIOS

# PROCESS OVERVIEW

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

PRODUCTION PIPELINE

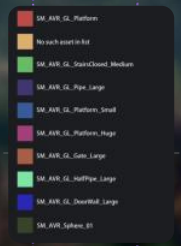
## ART DIRECTION




Adhering to the art bible at every stage of production.

## TECHNICAL ART DIRECTION





Always compliant with technical requirements and technical art support.

## PROP ART





## MODULAR KITS



## LEVEL DRESSING





## LIGHTING



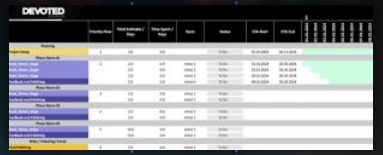
## CONCEPT ART



Smooth and effective art production from A to Z

Engine Integration and Tailored art QA services.

## PRODUCTION MANAGEMENT







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

DEVOTED STUDIOS

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# FEEDBACK WORKFLOW




- Reviews are done based on the delivery checklists and documentation approved by the stakeholders.
- Notifications on blockers or scope changes that affect schedule on a weekly basis.
- Project reports are shared every week including the status per task and percent of completion.
- Devoted ADs & QA are reviewing all the deliveries done by that time on a daily basis.
- Deliverables should meet the technical requirements provided in the guidelines and quality targets.
- Sprint Demo is happening end of the Milestone based on the collected feedback & improvement ideas relating the cooperation process.

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# 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

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# TOOLS WE USE



## E-MAIL

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



## MESSENGERS

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



## 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.



## 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.

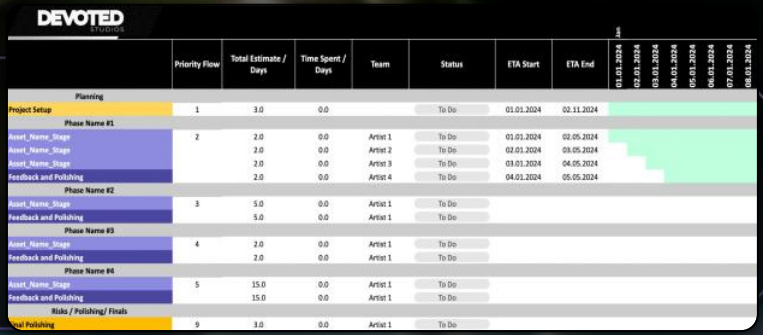


This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited

# PRODUCTION
## REPORTING TEMPLATES

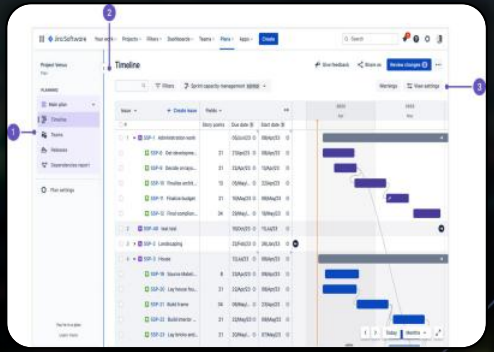
PROJECT MANAGEMENT

GANTT CHART
DEPENDENCIES

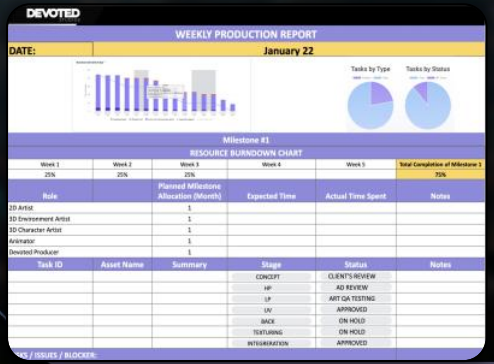

DEVOTED STUDIOS

| | Priority Flow | Total Estimate / Days | Time Spent / Days | Team | Status | ETA Start | ETA End | 01.01.2024 | 02.01.2024 | 03.01.2024 | 04.01.2024 | 05.01.2024 | 06.01.2024 | 07.01.2024 | 08.01.2024 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Planning | | | | | | | | | | | | | | | |
| Project Setup | 1 | 3.0 | 0.0 | | To Do | 01.01.2024 | 02.11.2024 | | | | | | | | |
| Phase Name #1 | | | | | | | | | | | | | | | |
| Asset_Name_Stage | 2 | 2.0 | 0.0 | Artist 1 | To Do | 01.01.2024 | 02.05.2024 | | | | | | | | |
| Asset_Name_Stage | | 2.0 | 0.0 | Artist 2 | To Do | 02.01.2024 | 03.05.2024 | | | | | | | | |
| Asset_Name_Stage | | 2.0 | 0.0 | Artist 3 | To Do | 03.01.2024 | 04.05.2024 | | | | | | | | |
| Feedback and Polishing | | 2.0 | 0.0 | Artist 4 | To Do | 04.01.2024 | 05.05.2024 | | | | | | | | |
| Phase Name #2 | | | | | | | | | | | | | | | |
| Asset_Name_Stage | 3 | 5.0 | 0.0 | Artist 1 | To Do | | | | | | | | | | |
| Feedback and Polishing | | 5.0 | 0.0 | Artist 1 | To Do | | | | | | | | | | |
| Phase Name #3 | | | | | | | | | | | | | | | |
| Asset_Name_Stage | 4 | 2.0 | 0.0 | Artist 1 | To Do | | | | | | | | | | |
| Feedback and Polishing | | 2.0 | 0.0 | Artist 1 | To Do | | | | | | | | | | |
| Phase Name #4 | | | | | | | | | | | | | | | |
| Asset_Name_Stage | 5 | 15.0 | 0.0 | Artist 1 | To Do | | | | | | | | | | |
| Feedback and Polishing | | 15.0 | 0.0 | Artist 1 | To Do | | | | | | | | | | |
| Risks / Polishing/ Finals | | | | | | | | | | | | | | | |
| Final Polishing | 9 | 3.0 | 0.0 | Artist 1 | To Do | | | | | | | | | | |

JIRA
BACKLOG




WEEKLY
REPORTS


DEVOTED STUDIOS

WEEKLY PRODUCTION REPORT

DATE: January 22

Tasks by Type | Tasks by Status

Milestone #1

RESOURCE BURNDOWN CHART

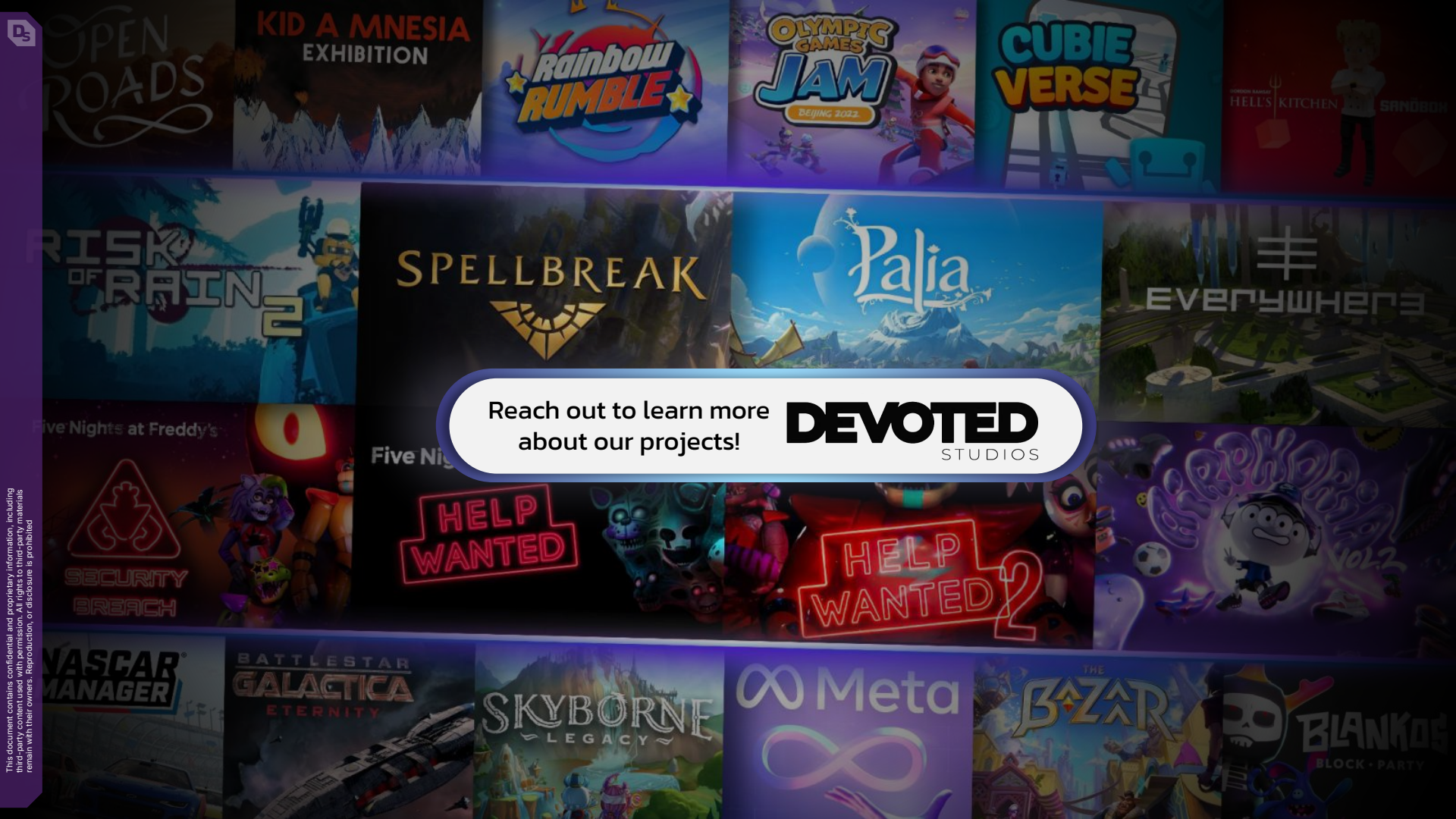
| Week 1 | Week 2 | Week 3 | Week 4 | Week 5 | Total Completion of Milestone 1 |
|---|---|---|---|---|---|
| 25% | 25% | 25% | | | 75% |

| Role | Planned Milestone Allocation (Month) | Expected Time | Actual Time Spent | Notes |
|---|---|---|---|---|
| 2D Artist | 1 | | | |
| 3D Environment Artist | 1 | | | |
| 3D Character Artist | 1 | | | |
| Animator | 1 | | | |
| Devoted Producer | 1 | | | |

| Task ID | Asset Name | Summary | Stage | Status | Notes |
|---|---|---|---|---|---|
| | | | CONCEPT | CLIENT'S REVIEW | |
| | | | HP | AD REVIEW | |
| | | | LP | ART QA TESTING | |
| | | | UV | APPROVED | |
| | | | BAKE | ON HOLD | |
| | | | TEXTURING | ON HOLD | |
| | | | INTEGRERATION | APPROVED | |

ISSUES / BLOCKERS

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited




Reach out to learn more about our projects!

DEVOTED STUDIOS

This document contains confidential and proprietary information, including third-party content used with permission. All rights to third-party materials remain with their owners. Reproduction, or disclosure is prohibited