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DAYANTHA WALAWWATTA

Game art director | Creative lead

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SUMMARY

Driven by a deep commitment to shaping meaningful, visually compelling experiences, I am a creative artist-turned-art director/creative lead with a solid foundation in technical artistry and a background in sculpting. My career journey has spanned key roles from 3D Artist to Art Director, blending artistic vision with strategic leadership to create immersive, emotionally resonant game worlds. I believe in crafting art that doesn't just fill screens but resonates with players, building connections that linger in both hearts and minds.

With over **14 years** of experience across top-tier AAA, mobile, and VR/XR studios worldwide, I've led and contributed to landmark projects with a meticulous focus on quality and innovation. As the **Art Director** for **Undisputed**, a groundbreaking AAA boxing game that sold over a million copies within three weeks, I've driven a hyper-realistic approach that pushes gameplay boundaries for PS5, Xbox, and PC. My portfolio also spans pivotal roles at industry giants, including **genDesign** (creators of **Shadow of the Colossus**, **ICO**, **The Last Guardian**) in Tokyo, Japan, and Bohemia Interactive® with notable contributions to **Arma3®** and **DayZ®**.

Previously, I served as **Studio Art Director at Airship Images**, where I worked on titles such as **WWE 2K22**, **Forza Horizon 5**, **Rogue Company**, **Alan Wake Remastered**, and **F1 Manager 22**, collaborating with major studios like **2K**, **PlayGround Games**, **Remedy**, **Frontier**, and **Epic Games**. My leadership combines an artist's eye with a director's vision, guiding teams to deliver artistry that both inspires and defines the future of game experiences.

SKILLS

ART DIRECTION & MANAGERIAL

- **Establishing & leading art direction across all disciplines** : Concept, Environment, Character, Animation, UI, & VFX, while translating creative vision into cohesive, high-impact visual solutions.
- **Overseeing and evaluating** both in-house and outsourced assets across all areas, concept art, environment, character design, lighting, VFX, UI, animation, and overall game art, ensuring a unified visual style and a compelling game experience, while meeting tight deadlines.
- **Authoring art bibles, style guides, pipelines, workflows, and best practices. Defining and driving game art vision. Mentoring, workshops, team building and publisher relations.**
- **Outsource management, art asset production management, scheduling and creating production road-maps. Author key art materials for new development pitches.**
- **Actively contributing to the company's growth** by recruiting candidates who align with the company ethos. Enhancing production workflows, and **developing innovative tools.**

- **Adaptability & Innovation:** Navigating scope changes, technical limitations, or studio pivots without compromising vision while staying updated on industry trends and new tools.
- **Fostering cross-departmental collaboration by championing best practices, clear communication, and empathetic teamwork.**
- **Driving R&D initiatives** by identifying and deploying optimal execution methodologies in partnership with production leads to achieve the core vision.

DEVELOPMENT

- **Expert in 3D Modeling / Sculpting & Look Dev : Characters, Environments, Assets,** Proficient in any style – **Hyper-real** or expressive, hard-surface, **stylized**, or organic.(Zbrush, Maya)
- **Advanced knowledge of surfacing, proficient in creating high-quality textures and authoring materials.** Texturing models and assets. Mainly using PBR workflow and hand painting. (Substance suite, PS, Mari, Quixel suite)
- **Strong understanding of color theory, physics of light and motion. Concept/UI/UX expertise.**
- **Deep understanding of game engine functionality** (primarily **Unreal Engine and Unity**) with expertise in game design principles, level design, including **lighting**, set dressing, visual composition, storytelling, profiling tools, player mechanics, look dev, optimization pipelines for consoles, PC and mobile.
- **Proficient in creating game assets** that accurately replicate source material while being resource-efficient and **performance-optimized**. Advanced **expertise in groom asset creation**.
- **Advanced knowledge of mesh topology, re-topology, procedural & modular workflows,** real-time **cinematography, lighting** and rendering pipelines.
- **Good knowledge of animating, rigging and skinning. Traditional drawing & sculpting. Pipeline development for engine utilization. Basic Knowledge of object oriented programming.**
- **Advanced knowledge of photogrammetry, 3D scanning pipelines and optimization.**
- **Comprehensive expertise in GPU and CPU hardware capabilities and constraints across console, PC, and mobile platforms.**
- **Strong “Art eye” to conceptualize,** visual tones, and actions, both verbally and visually.

Maya ■ ■ ■ ■ ■

Zbrush ■ ■ ■ ■ ■

Substance painter ■ ■ ■ ■ □

3D Coat ■ ■ ■ ■ ■

Topo gun ■ ■ ■ □ □

X-Normal ■ ■ ■ ■ ■

Mari ■ ■ ■ □ □

Marvelous designer ■ ■ ■ ■ □

Key shot ■ ■ ■ ■ □

Arnold ■ ■ ■ ■ □

Speed tree ■ ■ ■ □ □

Houdini ■ ■ ■ □ □

Photoshop ■ ■ ■ ■ ■

Unreal Engine ■ ■ ■ ■ ■

Unity ■ ■ ■ ■ ■

After Effects ■ ■ ■ ■ □

FiberShop ■ ■ ■ ■ □

Python ■ □ □ □ □

Marmoset Toolbag ■ ■ ■ ■ □

Quixel suite ■ ■ ■ ■ □

Nuke ■ ■ ■ □ □

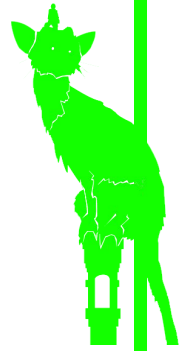
Substance designer ■ ■ ■ □ □

World machine ■ ■ ■ □ □

Wrap ■ ■ ■ □ □

EXPERIENCE

- **Art Director : Steel City Interactive Ltd (Sheffield, England)** June 2023–Present
As the Art Director on **Undisputed**, I shaped the visual and creative direction of undisputed boxing game, **leading it to over a million copies sold within three weeks of release.**
 - Creative Vision: Set visual direction, benchmark assets, and production pipelines, creating art bibles and style guides to maintain the highest quality across projects.
 - Team Leadership: Managing a multi-disciplinary art team, providing daily feedback and mentorship, authored career progression frameworks.
 - Participating in stakeholder meetings to convey the art team's vision and goals.
 - Talent Acquisition: Hiring candidates aligned with company culture and project needs.
 - R&D: Leading tech-art R&D to advance next-gen AAA game production.
 - Team Building: Developed high-performing, efficient team structures.
 - Project Management: Overseeing scheduling, budgeting, resource estimation & Outsource management.
- **Art Director : 22 Cans (Guildford, England)** Jan 2022 – Jun 2023.
 - Worked with Industry legend Peter Molyneux on his new genre defining game, Legacy. Setting up the art style, visual direction, authoring art bibles and developing pipelines.
 - Managing & mentoring the art team and hiring, scheduling tasks, budgeting, project estimations, technical implementations of the visual ideas and R&D.
- **Studio Art Director : Airship-images Ltd (England)** May 2021 – Dec2021.
 - Art directing AAA game asset production for multiple next-gen titles, **WWE 2K22, Forza Horizon 5, Rogue Company, Alan Wake Remastered, and F1 Manager 22**
 - Setting up visual direction, benchmarks, authoring production pipelines, art bibles. Define & maintaining the highest quality throughout of all the projects.
 - Overseeing the art production and managing 50+ artists across 5+ AAA projects. Daily feedback sessions, Mentoring and training workshops.
 - Hiring, Reviewing, best candidates to fit the company needs, culture & ethos.
 - Building high-performing, efficient teams, and good team structures.
 - Scheduling tasks, budgeting, and project estimations
 - R&D on (tech, art) team development to push the boundaries of next-gen AAA game art production.
- **Creative lead (VR/XR) : Realworld one GmbH & Co.KG(Freiburg, Germany)**
Feb 2020– April 2021
 - Developed high-level creative visions and strategies to unlock the full potential of VR and XR technologies for biotech, pharmaceutical, and life sciences clients, utilizing Unreal Engine.
 - Work closely with higher management and senior production to ensure that vision is delivered within the budget and highest quality possible.
 - Art direction. Setting visual style for the experiences, authoring production pipelines, art bibles and design bibles.
 - Overseeing the production and managing 20+ artists, Advising the scientists (PM's) on capabilities of VR/ AR in UE4
 - R&D on (tech, art) Team Development and Mentoring programs.
- **Senior Art Director : Aesir Interactive GmbH (Munich, Germany)** Jun 2019 – Feb 2020
 - Senior art director on multiple projects. Hologate and other VR projects including Serious games for BMW. Also worked on an original IP. Budgeting, project planning & promotional campaigns.
 - Art direction. Setting visual style for the game, authoring production pipelines, art bibles and design bibles.
 - Managing outsourcing, publisher communication, mentoring and organizing workshops.



- **Consultant : genDESIGN Co Ltd (Tokyo, Japan)** May 2019–Sep 2020.
Worked with legendary game designer Fumito Ueda (Shadow of the Colossus, last guardian, Ico) on their new title as a consultant mainly on character production.
- **Art director : Active gaming media® (Osaka, Japan) Cowboy Yakuza PC**
April 2018–May2019.
 - Art direction. Setting visual style for the game, authoring production pipelines, art bibles and style guides, character design and development.
 - Managing a small team of talented artists, mentoring, workshops, hiring.
- **Lead game artist/Art director : RingZero® game studio Ltd Pro Fishing Simulator® console and PC. (Bangkok, Thailand)** Dec 2016– April 2018.
 - Overseeing and managing team of 15–20 artists, authoring production pipelines, art bibles and style guides. Art direction, world building, and concept art.
 - Outsource management, mentoring, hiring and organizing workshops.
- **Senior Game Artist : Bohemia interactive® (Thailand) Arma®3, DayZ®**
Nov 2015 – Dec 2016.
 - Modeling final ingame characters, and weapons for **Arma3® and DaZ®**.
 - Modeling high & low poly, optimized, ingame meshes that has friendly topology for skinning and rigging.
 - Shaders (PBR) materials, lighting & texturing.
- **Senior Game Artist : Arkavis game studio** Bangkok, Thailand. Aug 2014 – Nov 2015.
Overseeing 2 mobile titles. Environments, lighting, 3D characters, texturing, rigging. UI/UX design, concept art, storyboarding, cinematic trailers.
- **Senior Character Artist : Substantial games** Beijing, China. May 2013 – Aug 2014.
Worked on Ember conflict RTT game, 3D characters (including sculpting) texturing, lighting.
- **Environment artist : Dawnpatrol games** Jan 2012 – Mar 2013.
Environment art, level design, UDK engine utilization, lighting, concept art.
- **3D Artist : Insta Apps LLC (US)** Jan 2010 – Feb 2012.
Character modeling, vehicle modeling, environment art, concepts, UI/UX.

EDUCATION

- **Bachelor of Science (Special Honor's) (4year) in Information technology.(inc)**
University: – Sri Lanka Institute of Information technology.
- **Successfully completed 3D animation /modeling and graphic designing diploma course (2003)** conducted by Wytech (pvt) Ltd in association with Wijeya graphics (pvt) Ltd.
- **Diploma in desktop publishing and graphic designing (including 3d animation and modeling) (2002).**
Institute: – Technical engineering college (Sri Lanka)