

Devyn Cole

Art Director, Technical Artist, Unity VR Developer

EXPERIENCE

Team21 Studio, remote — Art Director, Technical Artist

2022 - Present

Responsible for both ends of the art development and implementation pipeline. Manage a small team of artists in day to day tasks and verify final asset quality. Developed tools to speed up asset implementation and simplify asset management. Document processes for asset creation and finalization. Overhaul and optimize the render pipeline and shaders per platform to ensure target framerate on all target devices. Fill in gaps in the asset creation pipeline when needed such as Character rigging and UV Unwrapping.

The DevHouse Agency, Dallas Tx— Art Team Lead and Technical Artist

2020 - 2022

Solo dev on large scale client projects. Lead a team of artists in day to day tasks, providing direction and feedback. Developed workflow solutions throughout the game art pipeline. Created art process and workflow documentation to set quality standards.

NOTABLE PROJECTS

Ilysia— A VR MMORPG Developed for Meta Quest 2/3 and PCVR

An open world MMO game developed for mainstream VR platforms. Ilysia required a “from the ground up” approach to rendering and lighting to meet framerate requirements on mobile headsets.

Aliens: Fireteam Elite — Ruptured Cistern

A free horde mode dlc map update for Aliens: Fireteam Elite. The map features multiple floors and is the largest horde mode map developed for the game.

Scrap: Test Area — Physics based VR Shooter

Co-developed with the intent to create a framework for developing physics driven interactions in VR. Player body and all interactables are driven by rigidbody physics to create an immersive experience with believable object weight and weapon recoil.

Justin Bieber Virtual Concert— Live virtual concert utilizing immersive technology

A livestream broadcast of a full Justin Bieber concert utilizing a real-time avatar and digital environments. Taught the tech art team mixed lighting workflows in Unity. Worked with producers and directors to create a procedural camera workflow.

hARitage — AR app that brings historical characters to life

An AR app on the iOS App Store placing animated historical characters in the real world. Developed a motion capture pipeline allowing for full body motion capture and facial tracking for character speech.

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SKILLS

Unity VR and AR Development
Project Management
Team Leadership
Pipeline Architecture
Performance Profiling
Engine Tools Development
Optimization
Visual Effects

SOFTWARE KNOWLEDGE

Unity & C#
Oculus SDK
ARKit/ARCore
XCode
Autodesk Maya
ZBrush
Substance Painter
Adobe Suite

ACHIEVEMENTS

Vice President of SAGA
Collin College Dean’s List
Oculus Start Member

EDUCATION

Collin College, Plano Tx
Certificate for Animation
And Game Art

REFERENCES

Available upon request