

Dayantha Walawatta

[www.gamearidayantha.com](http://www.gamearidayantha.com)

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# DAYANTHA WALAWWATTA

Game art director | Creative lead

Location: – London, United Kingdom

Marital status: –Single

Age: – 35

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## SUMMARY

At the core, creative artist-turned-manager, with good technical knowledge who trained as a sculptor. I strive to make compelling art, that can leave a long-lasting touching impression on player's hearts and minds. I believe, selling positive emotions rather than content, is the way to be successful in our powerful medium of game art.

Fueled by passion and purpose, I've been successively 3D Artist, Concept Artist, Lighting artist, Senior Environment artist, Senior Character artist, Lead Artist, and Art Director for 10+ years at several game studios around the globe, including industry-leading AAA studios & VR/XR studios.

Most notably, **Fumito udea's genDesign** ( Makers of **Shadow of the colossus, ICO, last guardian** ) out of **Tokyo, Japan** and Bohemia Interactive® where I have worked on **Arma3® and DaZ®**. Also, as the **Studio Art director at Airship-Images** working on **multiple next-gen AAA titles** from the industry-leading studios around the world including **Ubisoft,2K, Bethesda & Epic Games**.

I consider game art as a solution to communicate Narrative and Game Design intentions and binds all game elements into a cohesive Game Experience.

## SKILLS

ART DIRECTION & MANAGERIAL

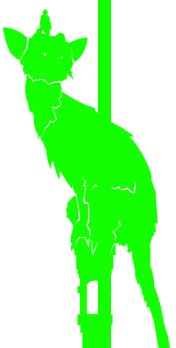
- **Set up art directions for all disciplines** (Concept, Environment, Character, Animation, UI, VFX) and translating client's directions into visual solutions.
- **Supervising and reviewing team and outsource assets** from concept, environment, character, lighting, F/X and UI to Animation and Design to ensure a cohesive style and visually compelling game under tight timelines.
- **Authoring art bibles and style guides and pipelines.**
- **Defining and driving game visions. Mentoring and team building.**
- **Publisher relations, communication and corporate branding.**
- **Author presentation decks for new development pitches.**
- **Actively involved in company growing**, including hiring new artists, enhancing production pipelines and **developing new tools.**

- **Content & branding strategies.**
- **Collaborative relationships with other departments** and enabling best practices and smooth communication.
- **Identifying and implementing best possible methods of executions** together with production leads in order to achieve the core vision
- **Realistic highpoly characters, environments, assets, modeling / sculpting.** Able to work in any style – real or expressive, hard-surface, stylized, or organic.
- **Understand surfacing, Able to create high quality textures and author materials (PBR).** Texturing models and assets. Mainly using PBR workflow and hand painting.(Ex: -Quixel suite, Substance suite, PS, mari)
- **Strong understanding of color theory, physics of light and motion.**
- **Strong understanding of the functionality of a game engine. (UE4, Unity) have a solid understanding of game design principles,** Level Art, including Lighting, Set dressing, Visual Composition and Storytelling, Architecture Logic, Player Guidance, Level Processes and Optimization, etc.
- **Know how to build game meshes that can exactly reproduce the source material, but which are light on resources and high in performance.**
- **Retopologizing,** Have an appreciation of rigging and articulation, including how topology can influence deformation.
- **General knowledge of animating, rigging and skinning. Traditional drawing & sculpting.**
- **Pipeline development for engine utilization. Knowledge of object oriented programming**
- **Strong understanding of the hardware capabilities and limitations of GPU and CPU in Consoles and Mobile devices.**
- **Strong “Art eye”** to conceptualize, visual tones, and actions, both verbally and visually.

Maya	■ ■ ■ ■ ■	Photoshop	■ ■ ■ ■ ■
Zbrush	■ ■ ■ ■ ■	Illustrator	■ ■ ■ ■ ■
Substance painter	■ ■ ■ ■ □	After Effects	■ ■ ■ ■ □
3D Coat	■ ■ ■ ■ ■	Mental ray	■ ■ ■ ■ ■
Topo gun	■ ■ ■ ■ □	Python	■ □ □ □ □
X-Normal	■ ■ ■ ■ ■	UE4	■ ■ ■ ■ □
Mari	■ ■ ■ ■ □	Unity	■ ■ ■ ■ □
Marvelous designer	■ ■ ■ ■ □	Quixel suite	■ ■ ■ ■ □
Key shot	■ ■ ■ ■ □	Nuke	■ ■ ■ ■ □
Arnold	■ ■ ■ ■ □	Substance designer	■ ■ ■ ■ □
Speed tree	■ ■ ■ ■ □	World machine	■ ■ ■ ■ □
Terragen	■ ■ ■ ■ □		

# EXPERIENCE

- **Art Director : 22 Cans ( London,England)**(Jan 2022 – Present)
  - Working with Industry legend Peter Molyneux on his new genre defining game.
  - Setting up the art style,Visual direction and authoring art bibles and writing pipelines
  - Managing, Mentoring the art team and hiring
  - Scheduling tasks, budgeting, and 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 from industry-leading studios around the world including **Ubisoft, 2K, Epic games**
  - 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)
  - Developing high-level creative vision and creative strategies that enables full potential of VR and XR space for Bio Tech, Pharmaceutical, life sciences clients Using 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 40+ artists in a 140 strong team. 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)**  
(May 2019 – Feb 2020)
  - Working as the senior art director on multiple projects. Hologate and other VR projects including Serious gaming projects for BMW and a new 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)  
Working with Makers of Shadow of the Colossus, last guardian, Ico, on their new title as a consultant Mainly on character production ( **Fumito Udea's genDesign** )



- **Art director : Active gaming media® ( Osaka, Japan )** working on an unannounced new AAA IP for console and PC. (April 2018–May2019)
  - Art direction. Setting visual style for the game, Authoring production pipelines, art bibles and design bibles.
  - Managing a team of talented artists, Mentoring, workshops.
- **Lead game artist/Art director : RingZero® game studio. Pro Fishing Simulator® for console and PC.** (Dec 2016– April 2018)
  - Overseeing and managing team of 15–20 artists  
Authoring production pipelines, art bibles and design bibles.
  - Art direction and concepting.
  - managing outsourcing, Mentoring, and organizing workshops.
- **Senior Game Artist : Bohemia interactive®/ Black element Software working on Arma®3, DayZ®** (Nov 2015 – Dec 2016)
  - Modeling final ingame characters,environments, that includes sculpting high poly characters and environments for **Arma3® and DaZ®**.
  - Modeling low poly, optimized, ingame meshes that has friendly topology for skinning and rigging, and creating LODs.
  - Creating shaders (PBR) and materials and lighting &Texturing.
- **Senior Game Artist for Arkavis game studio** in Bangkok, Thailand. Overseeing 4 Mobile titles.(Aug 2014 – Nov 2015)
  - Environments, Lighting,3D characters, Texturing, Level design, Rigging. UI/UX design Concept art and storyboarding Cinematic Trailers.
- **Senior Character Artist for substantial games “Ember conflict” RTT game.** Beijing, China.(May 2013 – Aug 2014)  
Creating 3D characters ( High poly sculpting and low poly )Texturing Lighting.
- **Environment artist, for Dawnpatrol games ( (Jan 2012 – Dec 2012)“Mafioso” RPG for iOS and other, 3D Artist, Insta Apps LLC ( US) ( (Jan 2010 – feb 2012)**  
Environments. Level design.UDK engine utilization, Lighting, Concept art.

## 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)