

Dayantha Walawatta

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

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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 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 next-gen AAA titles such as **WWE 2K22**, **Forza Horizon 5**, **Rogue Company**, **Alan Wake Remastered**, and **F1 Manager 22**, collaborating with major studios like **Ubisoft**, **2K**, **Remedy**, **Guerrilla**, 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

- **Set up art direction for all disciplines** (Concept, Environment, Character, Animation, UI, VFX) and translating artistic vision into visual solutions.
- **Supervising and reviewing** 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, all while meeting tight deadlines.
- **Authoring art bibles and style guides, pipelines, workflows, and best practices. Defining and driving game art vision. Mentoring, workshops, team building. Publisher relations.**
- **Outsource management, author key art materials for new development pitches. Actively participating in stakeholder meetings to convey the art team's vision and goals.**
- **Actively contributing to the company's growth** by recruiting candidates who align with the company ethos. Enhancing production workflows, and **developing innovative tools.**

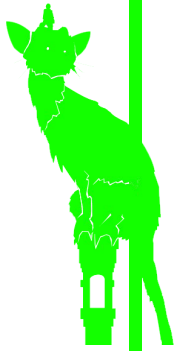
- Innovation, staying updated on industry trends and introduce new techniques and tools.
- Fostering collaborative relationships across departments, ensuring best practices and smooth communication
- R&D, Identifying and implementing best possible methods of executions together with production leads in order to achieve the core vision

- **Realistic characters, environments, assets, modeling / sculpting & Look Dev.** Able to work in any style – real or expressive, hard-surface, stylized, or organic.( Zbrush, Maya )
- **Understand surfacing, able to create high quality textures and author materials (PBR).** 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, 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, architecture logic, player guidance, Look dev, optimization pipelines for consoles, PC and mobile.
- **Proficient in creating game meshes that accurately replicate source material while being resource-efficient and performance-optimized. Advanced expertise in groom asset creation.**
- **Advanced knowledge of mesh topology**, retopology, and efficient UV workflows, with an understanding of rigging and articulation, including how topology affects deformation.
- **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.**
- **Strong understanding of the hardware capabilities and limitations of GPU and CPU in Consoles PC 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	■ ■ ■ ■ ■	Unreal Engine	■ ■ ■ ■ □
Mari	■ ■ ■ □ □	Unity	■ ■ ■ ■ □
Marvelous designer	■ ■ ■ ■ □	Quixel suite	■ ■ ■ ■ □
Key shot	■ ■ ■ ■ □	Nuke	■ ■ ■ ■ □
Arnold	■ ■ ■ ■ □	Substance designer	■ ■ ■ □ □
Speed tree	■ ■ ■ □ □	World machine	■ ■ ■ □ □
Terragen	■ ■ ■ □ □	Wrap	■ ■ ■ □ □

# EXPERIENCE

- **Art Director : Steel City Interactive Ltd (Sheffield, England )** June 2023–Present  
As 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, benchmarks 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.
  - Working 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 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 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 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 ) Cowboy Yakuza PC**  
April 2018–May2019.
  - Art direction. Setting visual style for the game, authoring production pipelines, art bibles and style guides
  - Managing a 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 and concepting.
  - Managing outsourcing, mentoring, hiring and organizing workshops.
- **Senior Game Artist : Bohemia interactive® ( Thailand ) Arma®3, DayZ®**  
Nov 2015 – Dec 2016.
  - Modeling final ingame characters,environments, including 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 : 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, creating 3D characters ( High poly sculpting and low poly )texturing, lighting.
- **Environment artist : Dawnpatrol games** Jan 2012 – Mar 2013.  
Environment art, level design, UDK engine utilization, lighting, concept art.
- **3D Artist : nsta Apps LLC ( US)** Jan 2010 – Feb 2012.  
3D 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)