

Lead / Sr. Technical Artist

DEVANK PATEL

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PROFESSIONAL SUMMARY

A highly accomplished and versatile Lead Technical Artist with over 15 years of experience delivering stunning visuals for feature animation, augmented reality, and games. Proven ability to bridge the gap between high-end cinematic aesthetics and the demands of real-time rendering, specializing in look development, lighting, and performance optimization. A hands-on leader dedicated to establishing visual quality, building efficient pipelines, and shipping polished, immersive experiences.

SKILLS & EXPERTISE

- Look Development & Shading
- Lighting & Rendering
- VFX & Simulation
- Procedural Content Generation
- Pipeline & Tooling
- Performance Optimization
- Cinematics
- Mentorship

TECHNICAL PROFICIENCIES

- Unreal Engine / Unity
- Houdini / Maya / Blender
- Nuke / Premiere / Resolve
- Substance / Photoshop
- Unreal Blueprints, Python, C++, MEL
- Perforce / Git
- Touch Designer

WORK EXPERIENCE

Lead - Art / Technical Art

EYES OUT, 2020 - 2025

Project:

SLEEP AWAKE - (Published by: Blumhouse Games)

Led the art and technical art discipline for the studio's debut title, establishing the visual pipeline and standards from pre-production through to the final shipped product. Managed all visual systems and technical implementation.

Key Achievements:

Global Lighting Architecture:

Spearheaded the creation of the game's global lighting system with preset management to support complex environmental storytelling and gameplay functionality needs. Delivered targeted lighting for all key areas and cinematics to enhance mood and narrative impact.

Uber Shader System:

Authored and maintained a comprehensive Uber shader system with rain effects, layering, blending, emission, decals, vertex painting, dissolve, and parallax occlusion mapping capabilities. Created specialized variants for Characters, FX, Landscape, Decals, Light Functions, Post Process, Glass, and Water materials.

VFX & Tools:

Developed a wide array of visual effects, including custom post-processing for gameplay mechanics. Enhanced team efficiency by creating custom editor tools, including a channel packing utility and an asset validation tool. Architected and implemented a Bink video management system. Created procedural generation tools for buildings, cables, snow, clutter, VAT- Vertex Animated Textures. Developed integrated systems and workflows enabling seamless video-gameplay interaction across multiple material types: Projectors, Decals, VFX, Character, Uber, Landscape, and Post Process materials. This tech was used for level transitions and in game overlays throughout the game.

Performance Optimization:

Drove optimization efforts across all departments, consistently addressing bottlenecks for PC and PS5. Achieved significant performance reduction while maintaining visual quality. Worked with our partner studio to ensure the same for console development on Xbox Series X and S

Lead Artist

MAGIC LEAP, 2015 - 2020

Projects:

Undersea, Create, Tonandi, Location-Based Experiences

Pioneered the development of visually groundbreaking experiences for the Magic Leap One augmented reality headset, establishing rendering standards for the new mixed reality platform.

Key Achievements:

Mobile Graphics:

Developed innovative shaders, rendering techniques, and asset pipelines for performant, high-fidelity stereo AR experiences, including a custom PBR shading system with runtime cached shadows to overcome mobile hardware limitations.

Hardware & Partner Collaboration:

Collaborated with hardware, SDK, and core software teams to define rendering features and performance targets. Provided technical expertise and support to industry partners including ILM, The Mill, and Framestore.

Research & Innovation:

Prototyped and implemented core visual features for flagship launch titles and experiences. Contributed to investment demos and prototypes that secured major funding rounds. Implemented IoT lighting integration with real-world connected lights for immersive experiences.

Lighting Technical Artist

DREAMWORKS ANIMATION, 2011-2015

Projects:

Home, Penguins of Madagascar, Mr. Peabody & Sherman, Rise of the Guardians, Puss in Boots, Dragons: Gift of the Night Fury.

Contributed to the technical assistance, rig development, lighting and compositing of major animated feature films, ensuring final shots met the highest standards of cinematic quality in a fast-paced production environment.

Key Achievements:

Feature Film Lighting & Compositing:

Worked with Team and Department leads to create and maintain rigs, workflows used by the lighting department. Executed final lighting and rendering for complex shots on multiple Academy Award-nominated animated features. Managed complex compositing workflows for photorealistic integration.

Technical Innovation & Mentorship:

Developed scripts and tools in Python and MEL to automate repetitive tasks and improve lighting workflow efficiency. Trained artists in compositing techniques and pipeline workflows.

Lighting & FX TD

IGNITE ANIMATION (FORMERLY: LIGHTSTREAM ANIMATION), 2010 - 2011

Projects:

Shark Night 3D, Gillette/ESPN World Cup Commercial, Miles Across the Sea

Led the Lighting, FX and compositing team for stereoscopic and traditional projects, establishing departmental standards.

REFERENCES

- CORY DAVIS - CREATIVE DIRECTOR - EYES OUT
cory.davis@eyes-out.com
- STEPHEN K. RATTER - ART DIRECTOR - EYES OUT
ratterama@gmail.com
- CLAY WESTING - LEAD DESIGNER - EYES OUT
claytonwesting@gmail.com
- DERRICK LEVY - SR. SOFTWARE DEVELOPMENT ENGINEER -
MAGIC LEAP
dlevy@magicleap.com
- SUSAN HAYDEN - CG SUPERVISOR - PDI / DREAMWORKS
susan.hayden@dreamworks.com
- PAUL KANYUK - LEAD TECHNICAL DIRECTOR - PIXAR
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EDUCATION

- BFA in Animation and Visual Effects (2006 - 2010)
Academy of Art University, San Francisco, CA
- Advanced Diploma in Multimedia
Arena Multimedia, Aptech Ltd., Baroda, GJ, India
- High School (Computer Science)
Bhartiya Vidya Bhavan's, Vadodara, GJ, India
- Microsoft Certified Systems Engineer (M.C.S.E)
Achieved in grade 8-high school - India