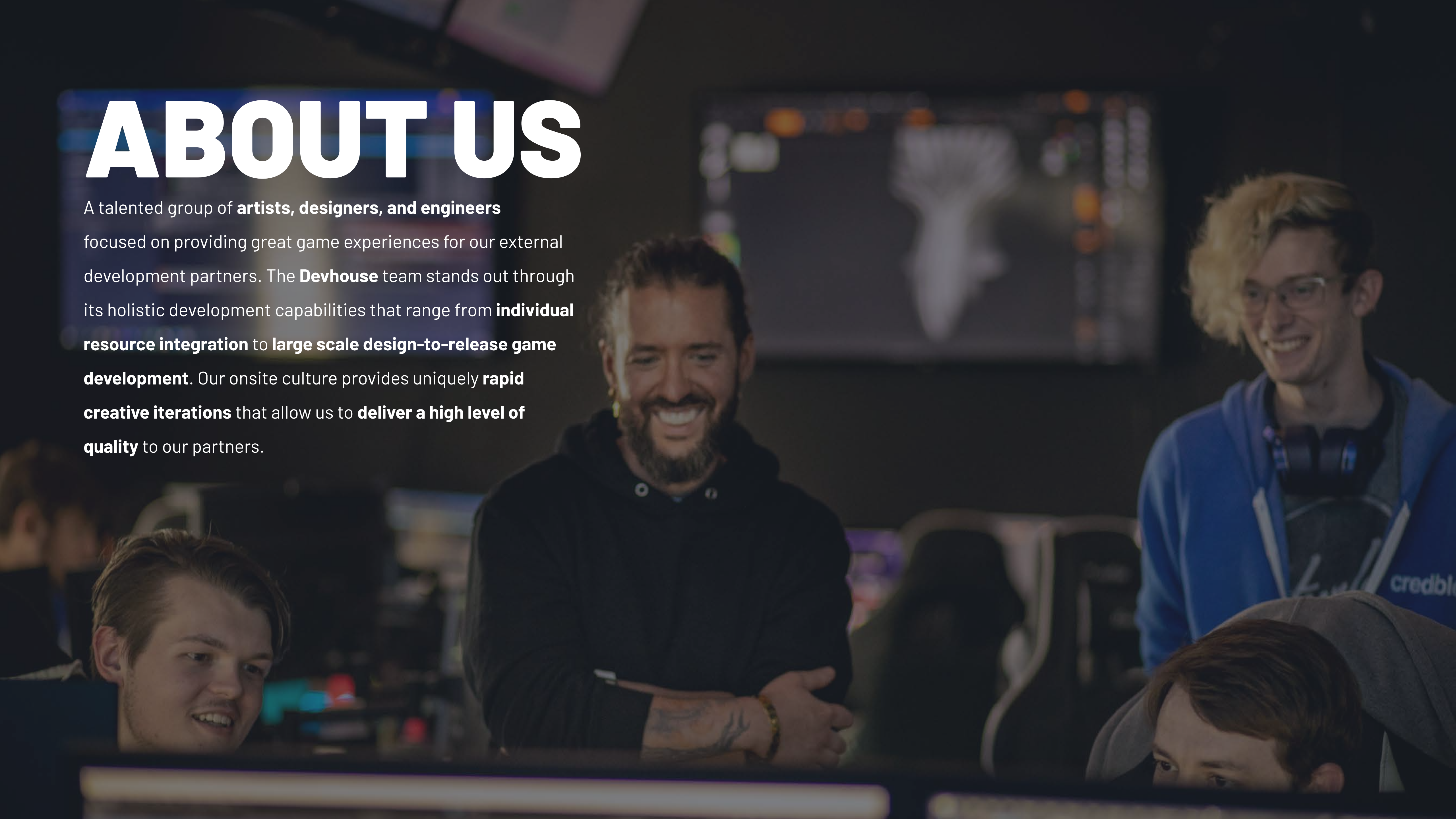




DEVHOUSE

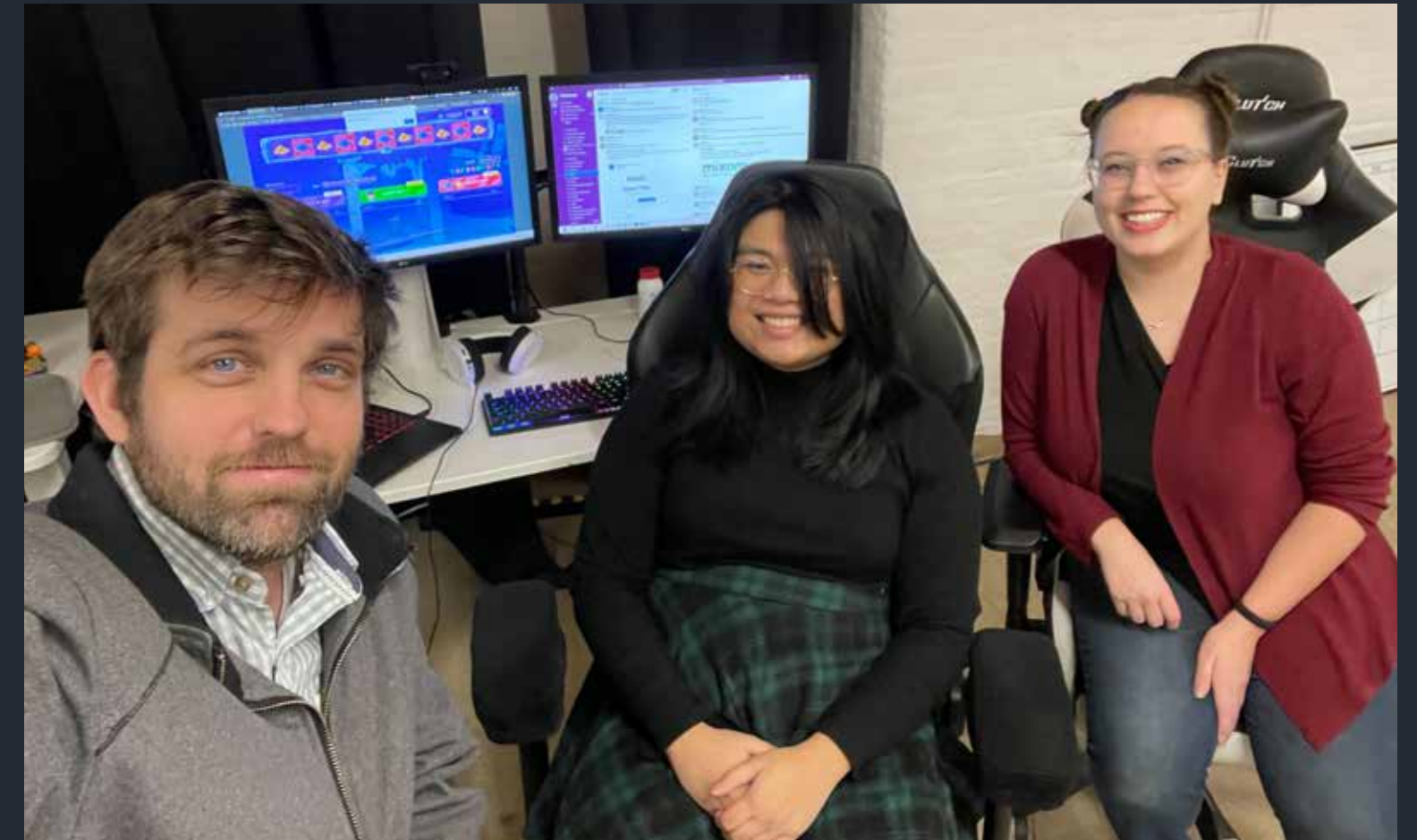
ABOUT US

A talented group of **artists, designers, and engineers** focused on providing great game experiences for our external development partners. The **Devhouse** team stands out through its holistic development capabilities that range from **individual resource integration** to **large scale design-to-release game development**. Our onsite culture provides uniquely **rapid creative iterations** that allow us to **deliver a high level of quality** to our partners.


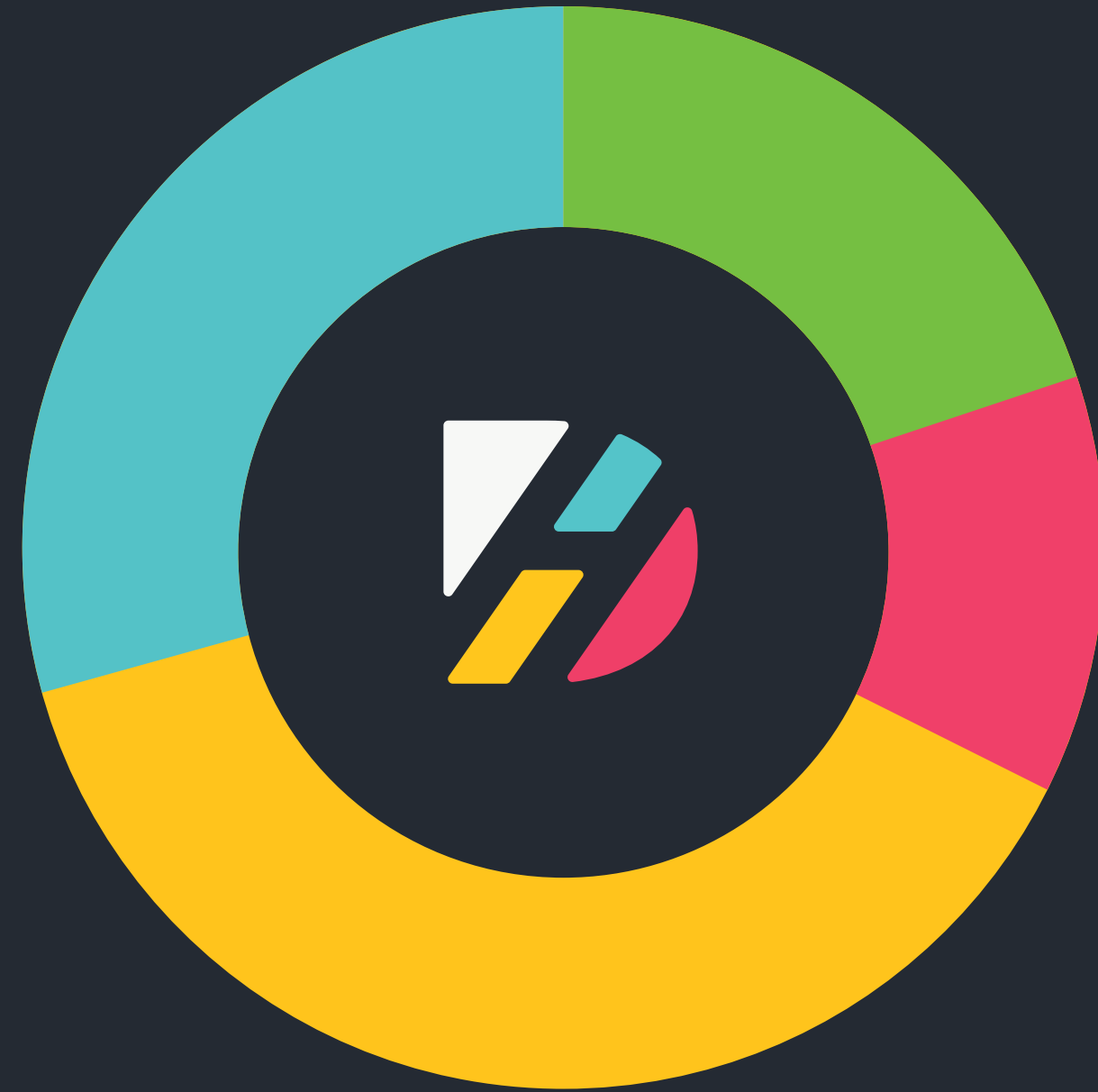





OUR COMPANY CULTURE




TEAM COMPOSITION




Jim Welch
Founder/Creative Director




De'Aun Johnson
Engineer




Zack Shaikh
3D Artist




Livia Ramirez
Delivery Lead




Cayden Chancey
Engineer




Dylan Elkins
3D Artist




Eric Peterson
External Dev Partnership Manager



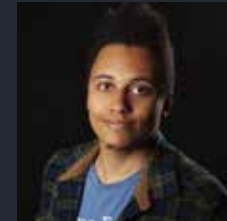
Bill Dang
Engineer




Christina Lynch
Concept Artist




Matt Moore
Producer




Julian Noel
Engineer




Marianna Patterson
2D Animation




Ryan King
DevOps Engineer




Dainyl Cua
Engineer




Chloé Cristina
2D Animation




Brandon Zeff
Designer




Robin Champion
QA Engineer




Nate Madsen
Music / Sound Design




Liam Gilmore
Designer




Young Wang
Tech Artist



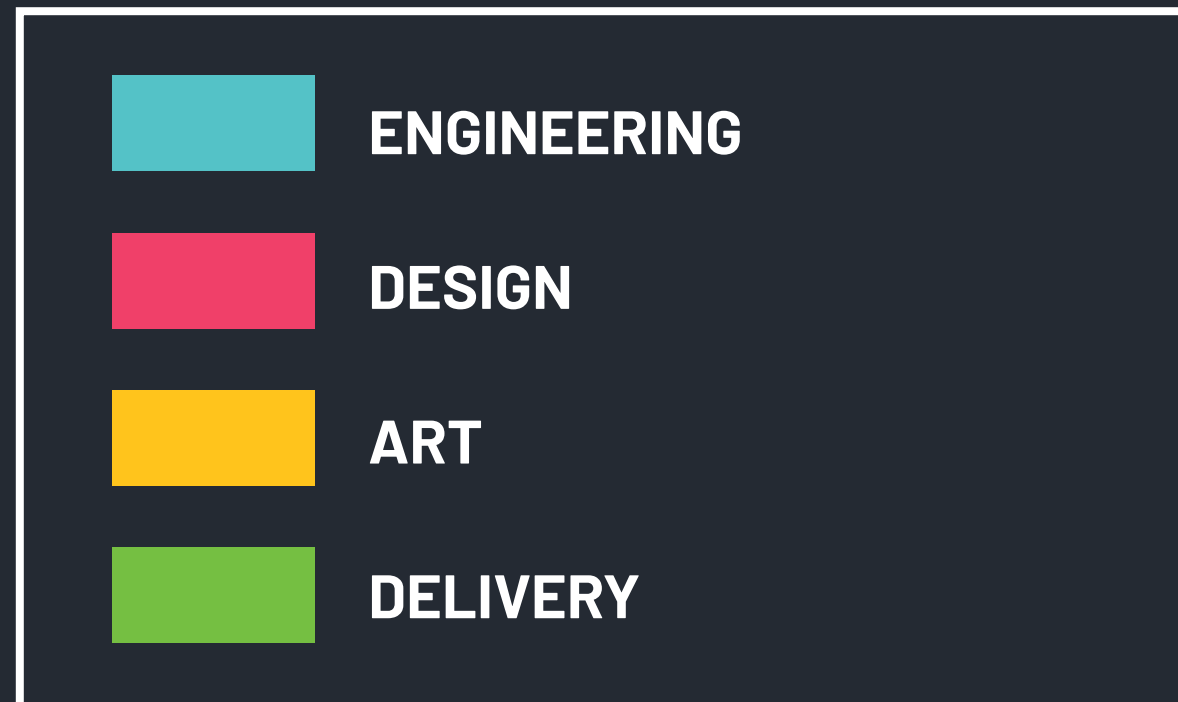
Ian Bailon
UI/UX Artist



Christian Black
Designer



Sheridan Green
3D Artist



CAPABILITIES

At Devhouse we pride ourselves in being able to **handle industry standard tools**, as well as more obscure workflows and tech stacks. With our company's early years focused on games for enterprise, we frequently **learned to solve novel problems within business guided constraints**. These early projects and challenges were formative to building the teams **diverse and adaptive skillsets**.

ENGINEERING

- Unreal Engine 5
- Unity
- UEFN
- Programming
(C#, C++, Javascript, CSS, Node.JS)
- Debugging
- Optimization
- Networking
- Physics

DESIGN

- User Flow
- Prototyping
- Level Design
- Content Design
- Set Dressing
- Narrative Design
- Systems Design

ART

- UI Design
- Concept Art
- Hard Surface Modeling
- Character Modeling
- Texturing
- UV Mapping
- Rigging
- 2D Animation
- 3D Animation
- Custom Shaders
- Particle Effects
- Lighting

PRODUCTION

Devhouse uses battle-tested production processes to ensure our milestones are on time and our work exceeds quality expectations. Some of these efficiency processes include: uniquely detailed task management views, daily “move the needle” goal-setting methodology, and an onsite in-person workforce with unique hardware setups built for easy reviews and collaboration. In addition to our custom processes, we have extensive experience working with partners and clients and adapting to their preferred tools and procedures.

DELIVERY TOOLS

- Github
- Perforce
- SVN
- Adobe Suite
- Figma
- Monday.com
- Slack
- Jira
- Asana
- Trello
- Shortcut
- Confluence





PROJECTS

ALIENS: FIRETEAM ELITE

COLD IRON STUDIOS

Aliens: Fireteam Elite is a 3rd person cooperative survival game set in the iconic Alien Universe. Working closely with developer and publisher, Cold Iron Studios, The Devhouse Agency has designed and developed new maps and environments to the core game as downloadable content.



ALIENS: FIRETEAM ELITE

ASK

Design, build, and launch Fireteam's second horde map for PC and console release.

CHALLENGE

Create a unique map that works within the pre-existing systems and client design constraints, while also bringing a fresh and exciting experience to the game.

OUR SOLUTION

- Introduce verticality by creating a horde map with multiple floors.
- Design strategic circular flow that encourages players to move in a traditionally stand and defend game mode.
- Creative lighting design to guide players and help them build a mental model of their surroundings.

SERVICES RENDERED:

DESIGN

- User Flow
- Level Design
- Content Design
- Set Dressing

ART

- Concept Art
- Hard Surface Modeling
- Texturing
- UV Mapping
- Custom Shaders
- Particle Effects
- Lighting

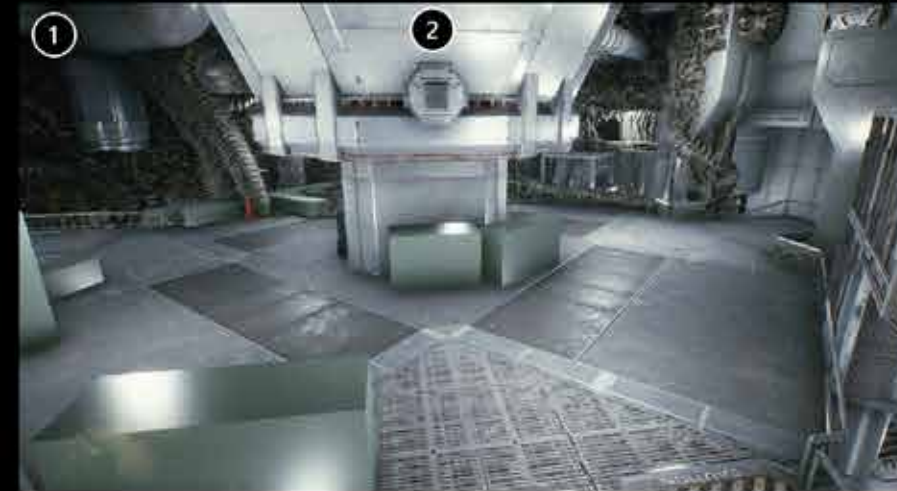


Top Platform

The Top Platform is the highest accessible floor in the Ruptured Cistern horde map. The space encircles a central pivot point (the Cistern setpiece) and connects to four different parts of the map. The Top Platform is intended to anchor the players in the space and re-orient them if they are lost.

This area connects to three inaccessible enemy spawn points designated as Spawner Area 01, Spawner Area 02, and Spawner Area 03.

Cistern + Top Platform



Spawner Area 01





Spawner Area 02

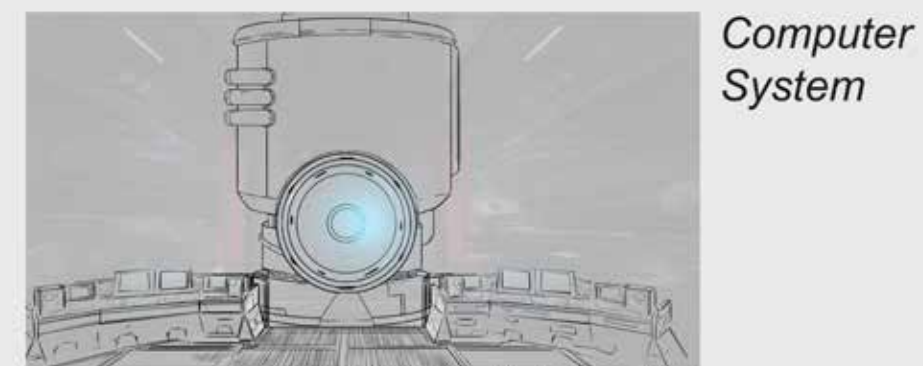
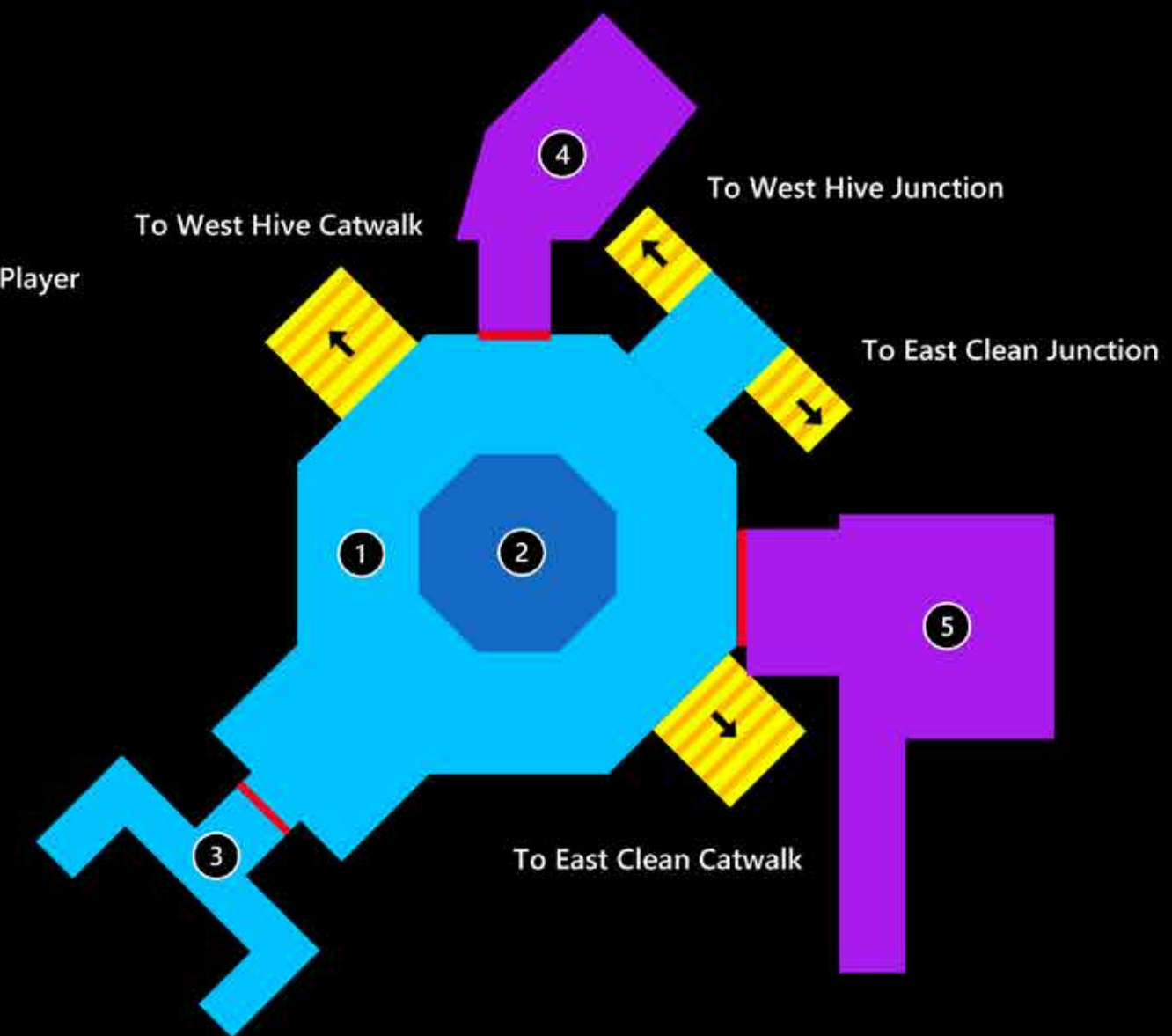


Spawner Area 03



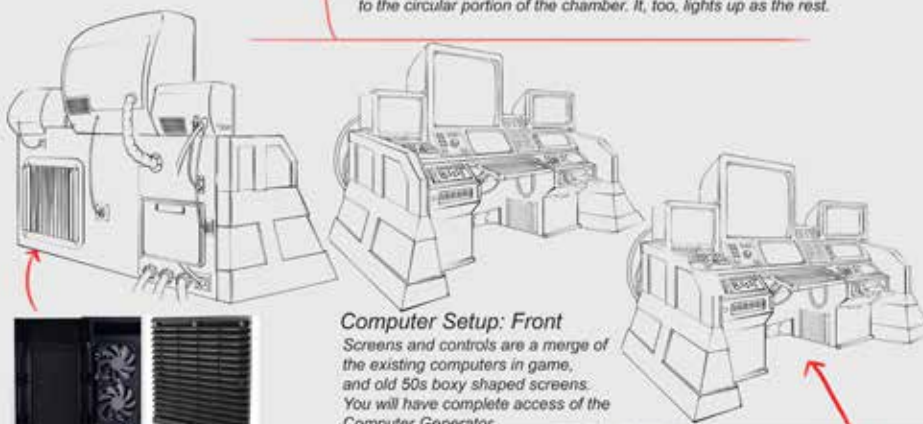
- ① Top Platform
- ② Cistern Setpiece
- ③ Spawner Area 01
- ④ Spawner Area 02
- ⑤ Spawner Area 03

-  Inaccessible to Player
-  Staircase



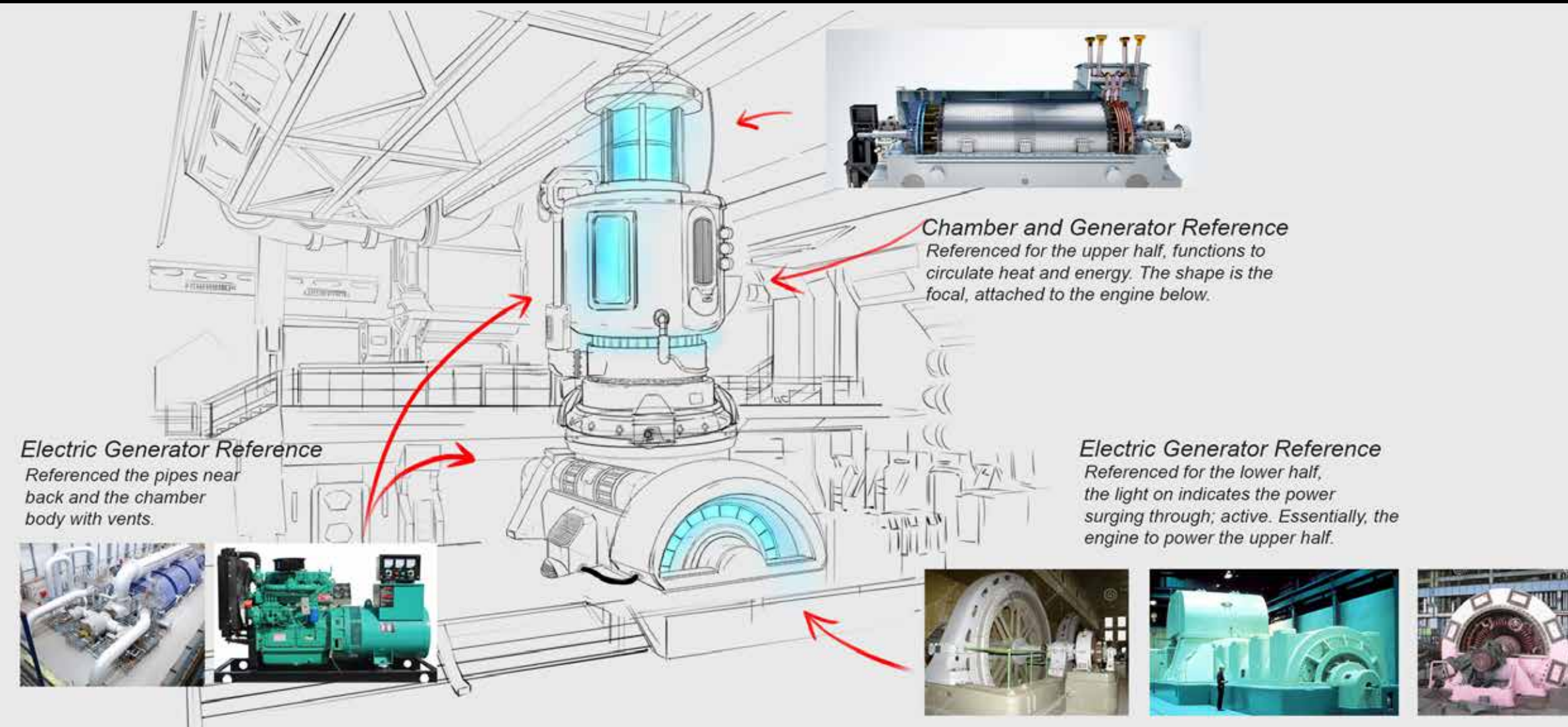
Computer System

Computer and Controls Location
This computer controls setup is located above and leveled to the circular portion of the chamber. It, too, lights up as the rest.



Computer Setup: Front
Screens and controls are a merge of the existing computers in game, and old 50s boxy shaped screens. You will have complete access to the Computer Generator.

Computer Setup: Back
There is a ventilation for the computer, which does include the hardware. The wires attach to the Computer Generator, as well as wires connecting to the monitors above.

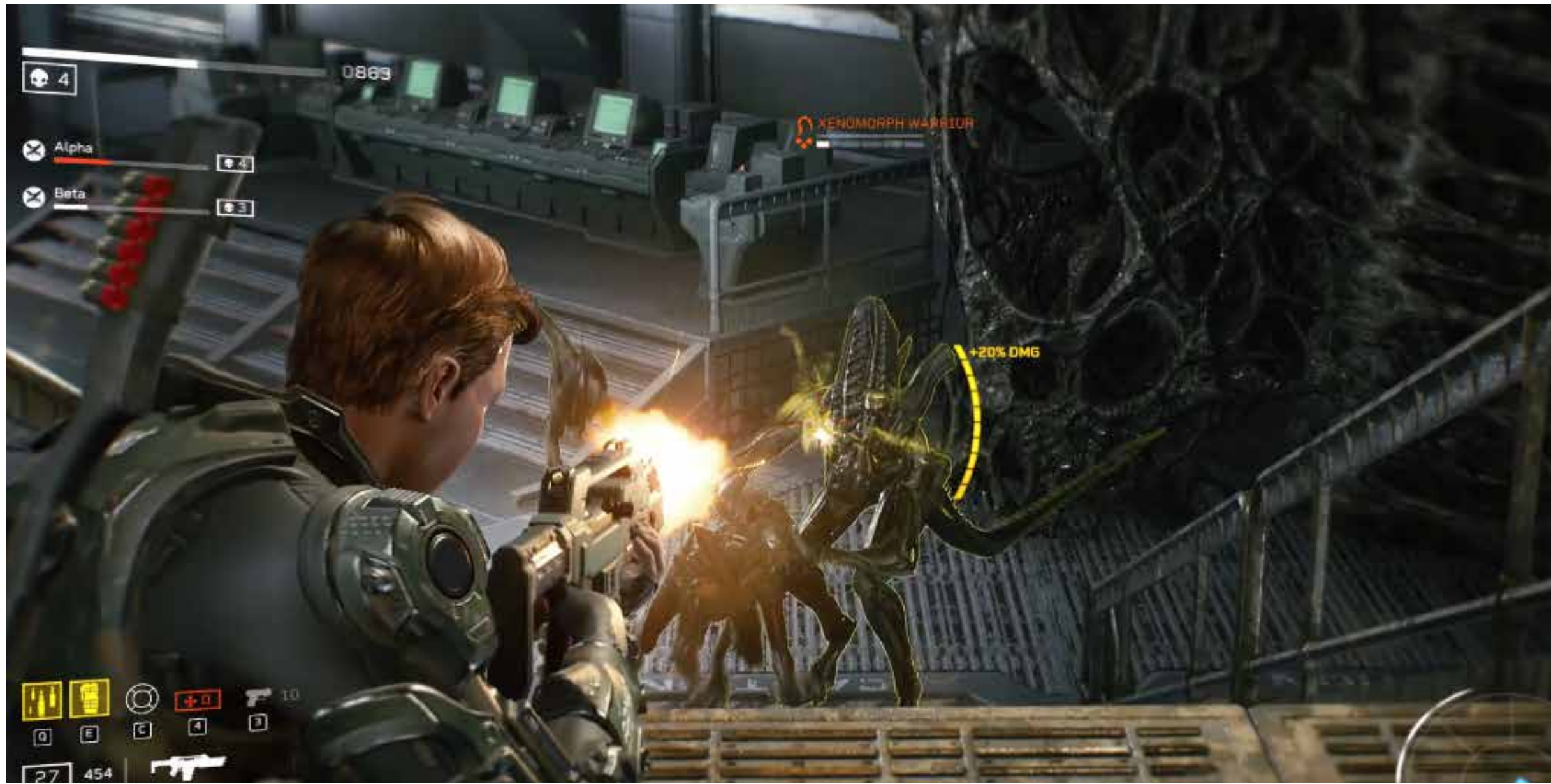


Electric Generator Reference
Referenced the pipes near back and the chamber body with vents.

Chamber and Generator Reference
Referenced for the upper half, functions to circulate heat and energy. The shape is the focal, attached to the engine below.

Electric Generator Reference
Referenced for the lower half, the light on indicates the power surging through; active. Essentially, the engine to power the upper half.







Devhouse was a great partner,
responsive to feedback, and
EXCEEDED EXPECTATIONS with
the depth of their **CREATIVITY**
and their attention to **DETAIL**.
I would welcome the opportunity
to work with them again!

- Colin Kawakami
EXTERNAL PRODUCTION
DIRECTOR COLD IRON STUDIOS



SUMMER AT CATMAI: FISHING PURRRRFECTED

THE DEVHOUSE AGENCY

A third-person, cozy adventure game set during a young teenage girl's summer getaway. She explores her grandfather's old stomping grounds and connects with his memory by pursuing his passion for fishing. Players are transported to Catmai lake, where they learn different styles of fishing, how to catch bugs, and learn the importance of family. **Summer at Catmai: Fishing Purrrrfected** is set to launch on PC and Nintendo Switch.



SUMMER AT CATMAI

STUDIO GOAL

Develop an engaging casual game distinguished by its exquisite visual style and a profoundly touching narrative that captivates players on a deep emotional level.

CHALLENGE

Create a cozy exploration game that both keeps the player engaged through fun gameplay mechanics while also leaving room to experience the beautiful environmental art.

OUR SOLUTION

- Created a sub team parallel to the core team focused on iterative design to “find the fun”.
- **Intentional loose coding standards and relaxed processes to unlock speed for the rapid prototype team.**
- **Early external testing to get fresh eyes and feedback on the experience.**

SKILLS APPLIED:

ENGINEERING

- Unity
- Programming (C#)
- Debugging
- Optimization
- Networking
- Physics

DESIGN

- User Flow
- Prototyping
- Level Design
- Content Design
- Set Dressing
- Narrative Design
- Systems Design

ART

- UI Design
- Concept Art
- Modeling
- Texturing
- UV Mapping
- Rigging
- 3D Animation
- Custom Shaders
- Lighting



FRONT:

RUSTIC YET MODERN.
(AS IF IT'S GONE THROUGH RENOVATIONS
AFTER BARNIE'S DAD TOOK OVER)

Window on top of sign has this shape!
(I prioritized making it a 3/4 view so you can barely see it)



Benches could be placed either in the outdoor corridor
or outside the house entirely.

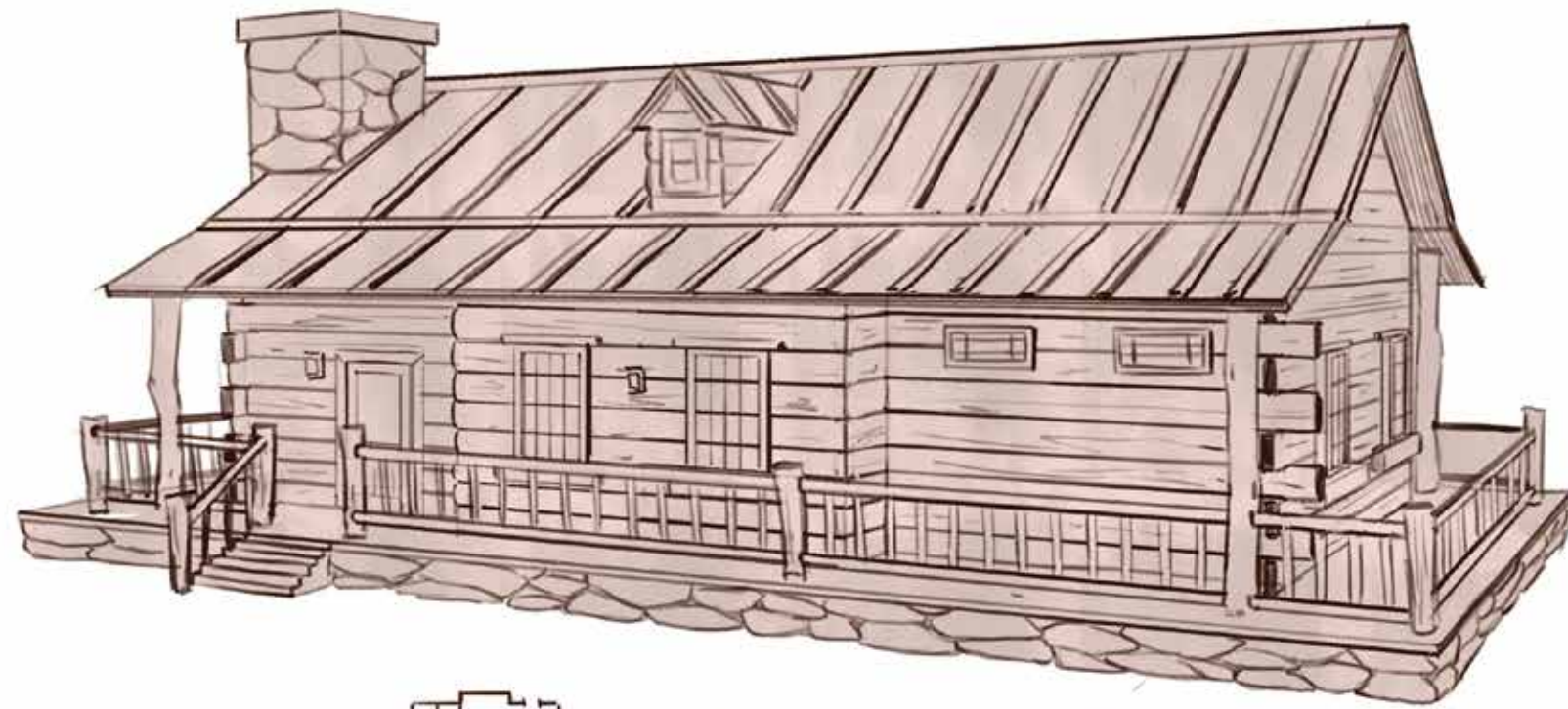


BACK:



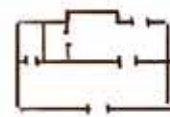
FLAT AGAINST WALL.

TRASH CAN:



INSIDE:

BATHROOMS.



KITCHEN'S
DOOR

FRED'S:



DOOR



FRED'S
• MILK
• ONION CHIPS
• COOKIES
• CHOCOLATE



FLOWERS: (LEFT BY BARLOW)



BOBBIE'S.
(DARK ROSES)
SYMBOLIZES
GRIEF & SORROW.
LEFT ON BEHALF
OF TACK.



TACK'S.
(DAFFODILS)
SYMBOLIZES
REBIRTH & HOPE.
APPEARED AFTER
MAKI'S APPROVAL.

LOCKET - DESIGN:
(HEART)

A1.



B1.



A2.



B2.



I DON'T KNOW HOW LONG HAS
THE LOCKET HAS BEEN INSIDE THE
MEGU-FISH BUT IT COULD HAVE A
BIT OF RUST IF NEEDED.

(COLLAR)

SCALE:



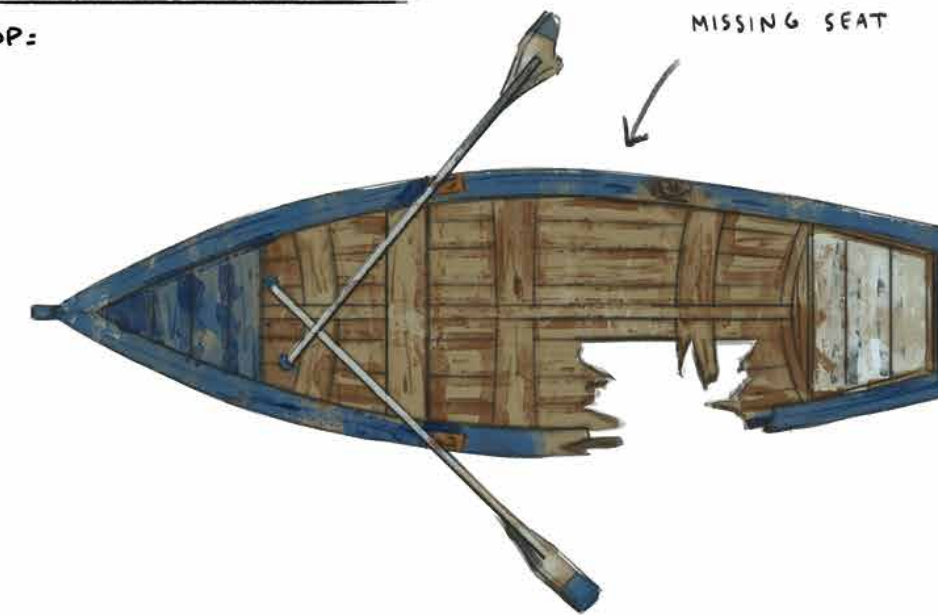
SOLO:

(INSIDE)



BROKEN BOAT - DESIGN SHEET

TOP:



SIDE:



NAME PLATE: (TRINKET)



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PHONE: (972) 299-8937

EMAIL: contact@thedevhouseagency.com

PROJECT: Summer At Catmai

ADDRESS: 501 Elm Street, Suite LL Dallas, Texas 75202

DATE: May 31, 2023

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CONCEPT ART



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CHARACTER MODELS





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FORTNITE EXPERIENCES

THE DEVHOUSE AGENCY

With innovative use of the **Unreal Editor** for Fortnite and our passion for games, we've shipped **a collection of custom Fortnite Islands**, each offering captivating twists to the game's platform. Join us on this journey as we create **thrilling** and **unforgettable gaming experiences!**



FORTNITE EXPERIENCES

STUDIO GOAL

Create original Fortnite islands in the UEFN game engine.

CHALLENGE

Work within a brand new game engine and coding language with limited documentation and inconsistent stability.

OUR SOLUTION

- Created high quality custom art to add a lot of value in an area the engine was already strong in (rendering).
- Creative problem solving to get around limitations in the Verse language.
- Focused on building just a couple interesting mechanics and creatively recycled those for additional content.

SKILLS APPLIED:

ENGINEERING

- Unreal
- UEFN
- Programming (Verse)
- Debugging
- Optimization
- Physics

DESIGN

- User Flow
- Prototyping
- Level Design
- Content Design
- Set Dressing

ART

- Concept Art
- Modeling
- Texturing
- UV Mapping
- Custom Shaders
- Lighting



KILL SWITCH

Welcome to 'Kill Switch' - a fast-paced game blending Team Deathmatch with strategic Tile Capture. Fight to eliminate foes and control key tiles, using teamwork and unique abilities. Prove your skills on the battlefield and claim victory!



COLOSSEUM CHAMPIONS

Welcome to "Colosseum Champions" - an intense multiplayer game set in the legendary colosseum. Battle rival teams, showcase your skills, and strive to become the ultimate champion in this epic arena. Are you ready to conquer the Colosseum?



TOY BOX FIGHT

Welcome to "Toy Box Fight" - the ultimate fusion of Tic-Tac-Toe and Box Fight! Choose from a variety of toy classes, strategize in a 3x3 grid, and dive into exhilarating box fight battles. Show off your skills, outbuild your opponents, and become the undisputed king of the Toy Box!



I'm **BLOWN AWAY** on the level of quality your maps provide, your team is hands down the best I've ever worked with so far!

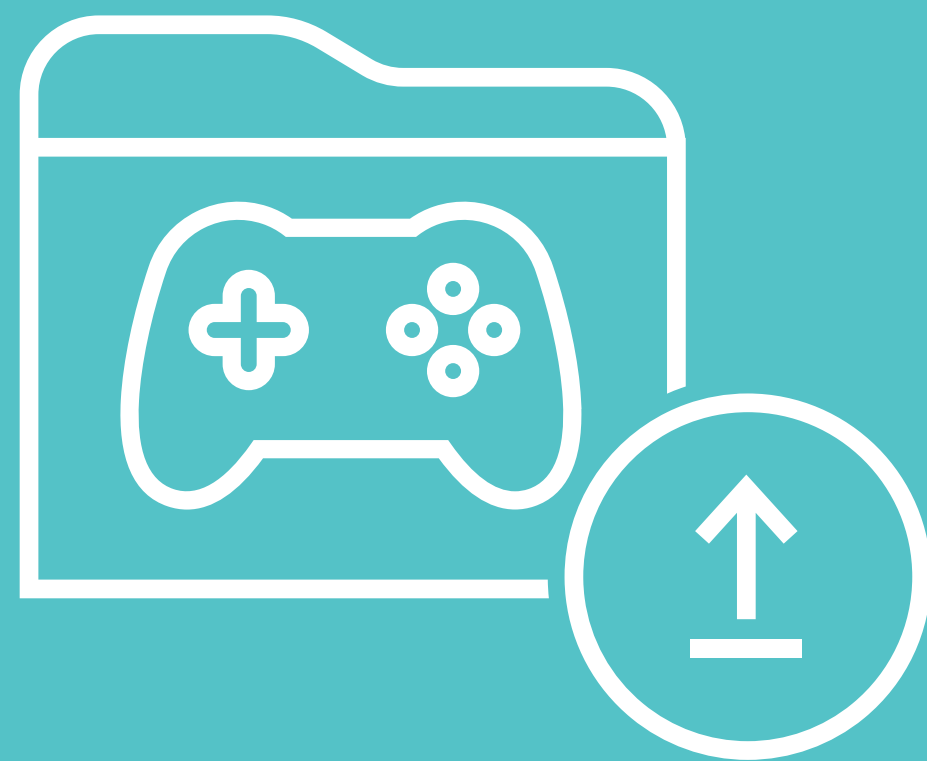
- **@mrspookster**
TWITCH STREAMER



OFFERINGS

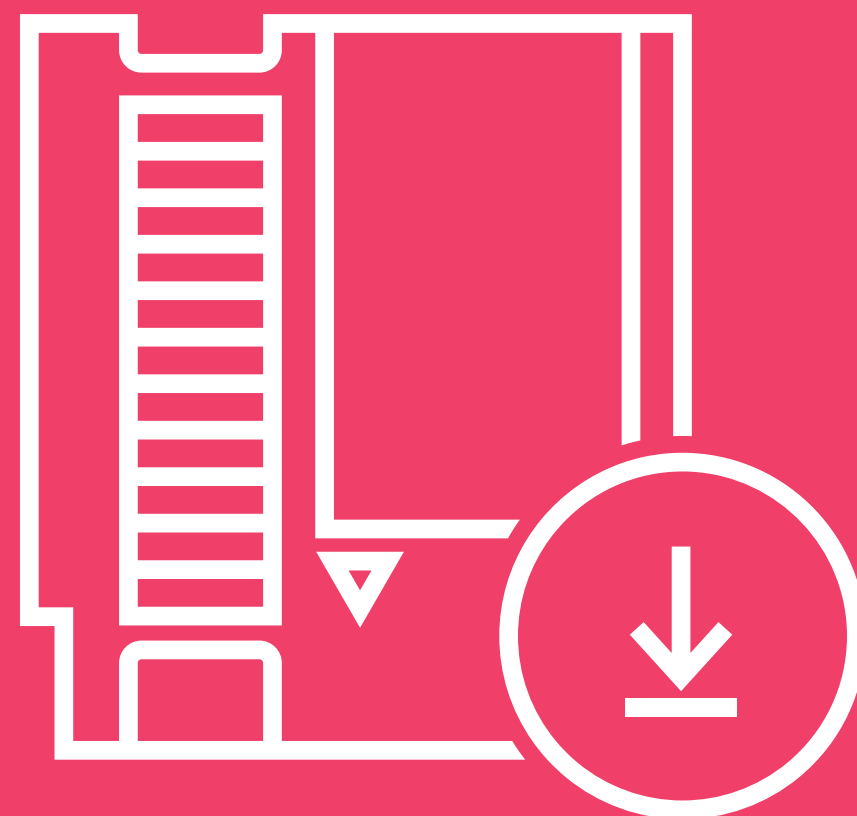
We specialize in three key areas of support; crafting compelling DLC and updates to enhance existing games, creating new titles within cherished IPs while honoring their heritage, and seamlessly merging our skilled team with yours for a smooth and efficient development process.

DLC & UPDATES



The design and development of additional gameplay elements, which can include new levels, characters, weapons, or story arcs, all expertly integrated into the existing game, ensuring a seamless and enjoyable extension of the base game.

CATALOG IP



The design and development of fresh gameplay experiences that remain faithful to the legacy and essence of an established IP, resulting in engaging games that resonate with both long-time fans and new players alike.

EMBEDDED RESOURCES



Staff augmentation services to embed specialized engineering, design, or art resources into your existing game development team, ensuring a harmonious workflow and the successful realization of your game development goals.

THANK YOU

