mahe dewan

unreal &
virtual production
specialist

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summary

Emmy Award-winning technical artist and creative technologist with 10+ years of Unreal Engine experience across real-time 3D, virtual production, motion capture, video games, broadcast, and AR graphics. Has led small teams of artists and developers, established pipelines, and show-ran live productions for clients including CBS Sports, CBS News, NBC, Netflix, and Disney. Actively mentoring and teaching emerging artists, developers, and technologists.

experience

Virtual Production Lead @ Astucemedia (contract) Jul 2026 – Present

- Lead Unreal Engine and Pixotope virtual environment and AR graphics for CBS News' 2026 Midterm Elections coverage, including election maps, race boards, seating charts, and data visualizations.
- Integrate Unreal scenes into the Pixotope production workflow: rendering, compositing, scene management, broadcast output configuration, and camera tracking.
- Validate performance, quality, and broadcast standards through testing and optimization; support rehearsals, readiness reviews, and live production.
- Handle installation, integration, and production support at the client's New York City facilities.

Pipeline Technical Director @ Lucid (contract) Sep 2025 – May 2026

- Created standards for multi-layered real-time content scenes using multiple Unreal Engine instances and SMPTE 2110 workflows.
- Led QA and accelerated development of in-house open-source control software, working with a team of three.
- Configured CI/CD pipelines using custom Python-assisted tools triggered by Perforce; set optimization and source control standards and trained new artists.
- Integrated LLMs (primarily Claude) into the pipeline: AI agents for IT automation, Python scripting support, and experimental Unreal MCP tools that read Blueprints to generate documentation.

Lead Unreal Technical Artist @ Disguise Jun 2022 – Sep 2025

- Led a team of six artists and partnered with developers to deliver real-time virtual studios, virtual production sets, and broadcast graphics.
- Project lead and creator of Nikon Studio Extreme at CES 2025: an AR booth (about 12,000 visitors) with real DMX lighting and a DMX-controlled fan, plus the participant teleprompter script.
- Technical director on the Intuit Dome LA Clippers scoreboard, from research through on-site installation.
- Delivered real-time graphics for NBC's 2022 Midterm Elections coverage (about 10 million viewers), earning a News Emmy Award for technical excellence as a named recipient.
- Supported TUDN's Olympics coverage with virtual sets, remote Stype setup, and video I/O validation.
- Built Unreal Engine automation and interactive systems on proprietary technologies, integrating REST APIs, WebSockets, OSC, SQL, and CMS databases; managed assets in Perforce and Git.
- Researched and prototyped generative AI workflows, including Character AI for MetaHumans; provided client-facing on-site support, often live in a hot-seat.

Virtual Production Technical Director @ Silver Spoon Oct 2019 – Jun 2022

- Led graphics development for CBS Sports' Super Bowl LV broadcast (96 million viewers across platforms) with a team of three, then served as on-site operator and installer in Tampa.
- Technical director for 12+ CBS March Madness motion capture shoots on Vicon Shogun, with QA and previs in Unreal Engine and MotionBuilder; technical director on the live-preview mocap shoot for Joji's "777" music video.
- Built the AR workflow, DMX lighting control, and AR crowd controls for Netflix's *Iron Chef* in Unreal Engine with Stype tracking; supervised on set and drove performance optimization.
- Built AR and virtual production tools (broadcast graphics, film and episodic overlays, DMX integrations, and LED walls) with Stype and NCam tracking for live-overlay previs and VCam; operated live NFL and MLB broadcasts on-site.
- Grew from specialist to client-facing senior/lead; trained staff and freelancers and mentored five interns, three of whom received full-time offers. Worked directly with Lucasfilm/ILM, Netflix, HBO, 343 Studios, EA, Framestore, Method Studios, The Rockwell Group, ESPN, and Fox Sports.

– earlier experience

Game Design/Development Mentor @ Endless Studios Jan 2024 – Aug 2024

- Mentored and managed cohorts of 4 to 9 interns ages 17 to 23 in game design and development, primarily in Unreal Engine, with additional instruction in Unity, Godot, and RPG Maker.
- Assisted QA sessions, supported game jam projects, and created educational and archival reference materials.

VR Developer/Programmer @ Schüco USA — Dec 2018 – Oct 2019

- Led development of proprietary VR products in Unreal Engine for HTC Vive, starting as sole developer and advocating for the hires that grew the team to five.
- Built a turn-key virtual showroom for sales staff, deployed in New York and at European branches, and expanded with new product models over time.
- Built a VR quality assurance training simulation for skilled factory workers, plus window-system interactions, real-time geometry manipulation, and navigation systems.

Lead Virtual Reality Designer @ Wonder Immersive — Mar 2018 – Dec 2018

- Sole developer of a VR narrative adventure about domestic violence in Unreal Engine and Maya for HTC Vive, owning all technical decisions and the environment, interactions, UX, and aesthetics.
- Exhibited at VR festivals in New York City and internationally in Greece.

Junior Art Director @ Brigade Marketing — Oct 2017 – Oct 2018

- Designed web ads, social content, Snapchat videos, and print for Universal Pictures, Disney, Fox, and Warner Bros. campaigns, including *Night School* and *The House with a Clock in Its Walls*, using the Adobe Creative Suite.

VR Programmer/Designer @ Psyche Media — Jul 2016 – Oct 2017

- Sole VR developer building custom boutique VR shopping experiences in Unreal Engine for HTC Vive for luxury fashion brands.

Virtual Reality Designer @ Fish In the Hand Productions — Jun 2015 – Jun 2016

- Built a Samsung Gear VR theater in Unreal Engine and Maya for the documentary *Utopia 1.0*.
- Served as OptiTrack motion capture technician for the director's in-headset Q&A.

VR Creator/Facilitator @ DIVAS for Social Justice — Dec 2015 – Aug 2016

- Taught UX and VR design, Maya, and Google SketchUp to about 50 students ages 8 to 15.

Social Media Ambassador and Manager @ New York University — Oct 2015 – Jun 2016

- Managed social accounts and shot event photography (Canon 5D Mark III) published in NYU's alumni newsletter and on Instagram.

Asset Developer @ NYU Fire Research Group — Jan 2015 – Jan 2016

- Built 3D fire-dynamics simulations and rendered video assets in Unreal Engine and Maya for researchers and firefighters.

Equipment Manager @ Brooklyn Experimental Media Center, NYU Tandon — Dec 2013 – Dec 2016

- Managed check-out of about 300 specialty media items for roughly 400 IDM students.

skills

real-time & engines	Unreal Engine, Blueprints, shader development, Pixotope, Disguise, RenderStream, real-time 3D
virtual production	Virtual sets, AR graphics, LED walls, DMX, previs, VCam, SMPTE 2110, broadcast graphics, camera tracking (Stype, NCam, Trackmen)
motion capture	Vicon Shogun, OptiTrack, MotionBuilder, MetaHuman
pipeline & tools	Perforce, Git, CI/CD, Python, Ansible, REST APIs, WebSockets, OSC, SQL, CMS, asset management
ai	LLMs, Claude agents, Model Context Protocol (MCP), generative AI workflows, Character AI
art & capture	Maya, Adobe Creative Suite (Photoshop, Premiere, Illustrator, After Effects), Lightroom, photography
leadership	Team leadership, client management, technical direction, mentoring, and training

education

NYU Tandon School of Engineering | BS in Integrated Digital Media — Class of 2017

references available upon request.

info about workshops, lectures, and mentoring available upon request.