mahe dewan

unreal & virtual production specialist

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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 environments and AR graphics for CBS News' 2026 Midterm Elections coverage, including election maps, race boards, seating charts, and data visualizations.
- Integrate Unreal scenes into Pixotope for rendering, compositing, scene management, output, and tracking.
- Handle installation, rehearsals, and live production support at the client's New York City facilities.

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

- Set standards for multi-layered real-time scenes with multiple Unreal instances and SMPTE 2110; led control software QA.
- Configured CI/CD pipelines with custom Python tools triggered by Perforce; set optimization and source control standards and trained new artists.
- Integrated Claude agents for IT automation, Python scripting, and Unreal MCP Blueprint documentation.

Lead Unreal Technical Artist @ Disguise Jun 2022 – Sep 2025

- Led six artists and partnered with developers on real-time virtual studios, virtual production sets, and broadcast graphics.
- Project lead and creator of Nikon Studio Extreme at CES 2025, an AR weather-broadcast booth with real DMX lighting and a DMX-controlled fan that drew about 12,000 visitors.
- 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.
- Technical director on the Intuit Dome LA Clippers scoreboard, from research through on-site installation; supported TUDN's Olympics coverage.
- Built Unreal Engine automation with REST APIs, WebSockets, OSC, SQL, and CMS databases in Perforce and Git; prototyped generative AI workflows and provided live, on-site client support.

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 mocap shoots on Vicon Shogun and Joji's "777" music video mocap shoot.
- Built the AR workflow, DMX lighting, and AR crowd controls for Netflix's *Iron Chef* in Unreal with Stype; supervised on set.
- Grew from specialist to client-facing senior/lead, mentoring five interns (three hired full-time) and working with Lucasfilm/ILM, Netflix, HBO, 343 Studios, EA, ESPN, and Fox Sports.

further experience (2013 – 2024), including VR development, teaching, and art direction, at linkedin.com/in/mahedewan

skills

real-time	Unreal Engine, Blueprints, shaders, Pixotope, Disguise, RenderStream
virtual production	AR, virtual sets, LED walls, DMX, VCam, SMPTE 2110, Stype, NCam, Trackmen, Vicon Shogun, OptiTrack, MotionBuilder
pipeline & ai	Perforce, Git, CI/CD, Python, Ansible, REST, WebSockets, OSC, SQL, LLMs, Claude agents, MCP
art & leadership	Maya, Adobe Creative Suite, photography, team leadership, client management, mentoring

education

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

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