



heskilstudio

**CAPABILITY
DECK SERVICES**

Infinite Creativity, One Studio.

heskilstudio.com



heskil studios

01 WHAT WE DO

WHAT WE DO



ENGINE & GAME DEVELOPMENT

Gameplay systems, tools and production-ready development.



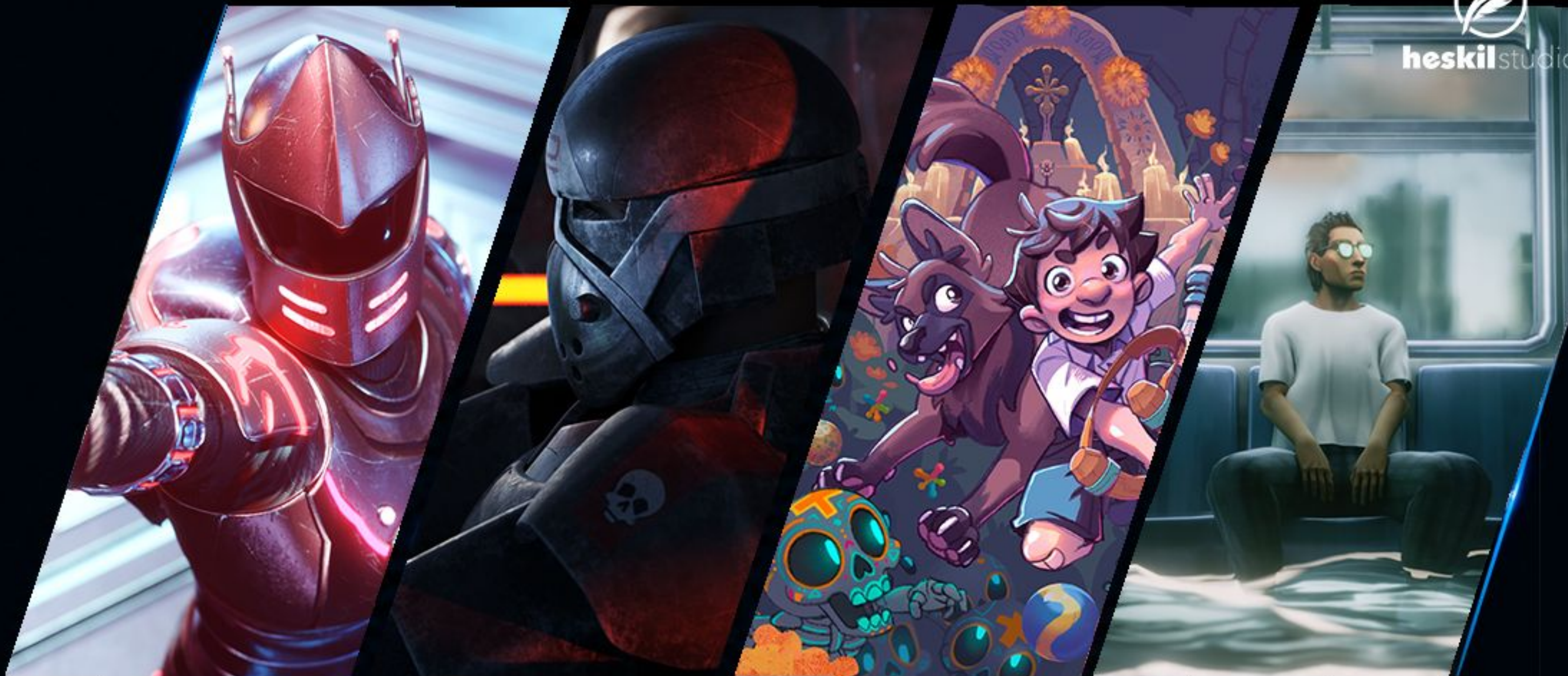
3D ART & ASSET PRODUCTION

Characters, environments, props and optimized real-time assets.



CINEMATICS & VISUAL STORYTELLING

Real-time and post-produced cinematics, from previs to final delivery.



OUR PRODUCTION TOOLSET

ENGINES



3D & TEXTURING



PRODUCTION



PERFORCE

DEVELOPMENT

C++ • C# • BLUEPRINTS • HLSL

• WE TURN IDEAS INTO EXTRAORDINARY EXPERIENCES



WHO WE ARE

Heskil is an independent game development studio based in **Guadalajara, Jalisco, Mexico**, with **4 years** as an established company and **10+ years** of industry experience across its leadership team.

We provide **full-stack game development**, covering the entire production pipeline from concept and game design to programming, art, technical art, animation, cinematics and final delivery with a particularly strong foundation in **visual development and art production**.

Our core team consists of **15 full-time** professionals, supported by a trusted international freelance network that allows us to scale up to **30+ specialists** according to each project's needs.



4

YEARS
ESTABLISHED



10+

YEARS
INDUSTRY EXPERIENCE



15 → 30+

SCALABLE TEAM
ACCORDING TO PROJECT NEEDS

OUR CORE TEAM



**MARCO
REYNOSO**

CEO
CREATIVE & ART
DIRECTOR

10+ years in game
art, production and
creative direction.



**SEBASTIÁN
BARRIOS**

COO
TECHNICAL ART
DIRECTOR

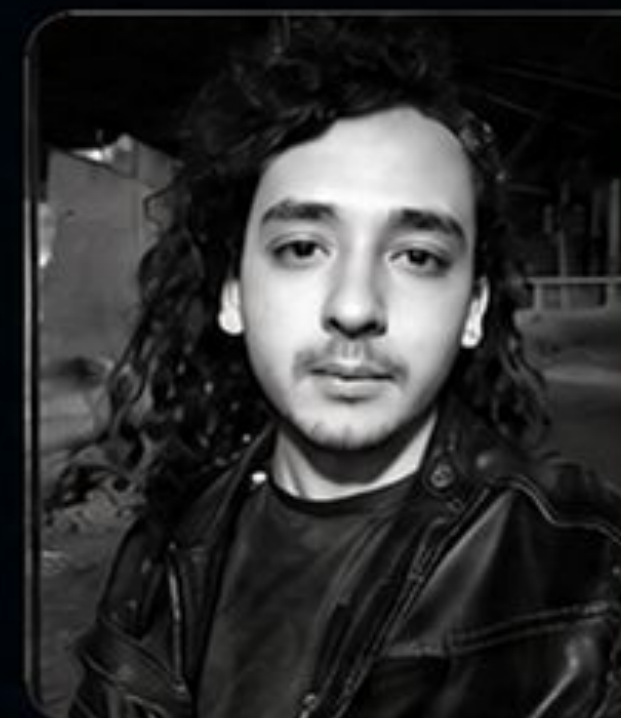
8+ years working on
real-time graphics,
technical art, VFX
and development.



**ABRIL
SÁNCHEZ**

SENIOR
PRODUCER

9+ years in production,
coordination and
post-production.



**ARIEL
CORONA**

GAME
DESIGNER

4+ years as UX/UI
and game designer
in the industry.



**JAGGER
REYNOSO**

SECURITY OFFICER

Professional good boy
& avid runner.





THE HARVEST

CONTRIBUTION TO A PUBLISHED TITLE

The Harvest is a competitive Hero Shooter blending fast-paced team combat with MOBA-inspired mechanics.

Heskil contributed to the production of the game, supporting the team across **creature development**, **environment assets** and **technical art**.



CREATURE DEVELOPMENT

Enemy creature concept, design exploration & 3D production.



ENVIRONMENT ASSETS

Selected environment assets and production support.

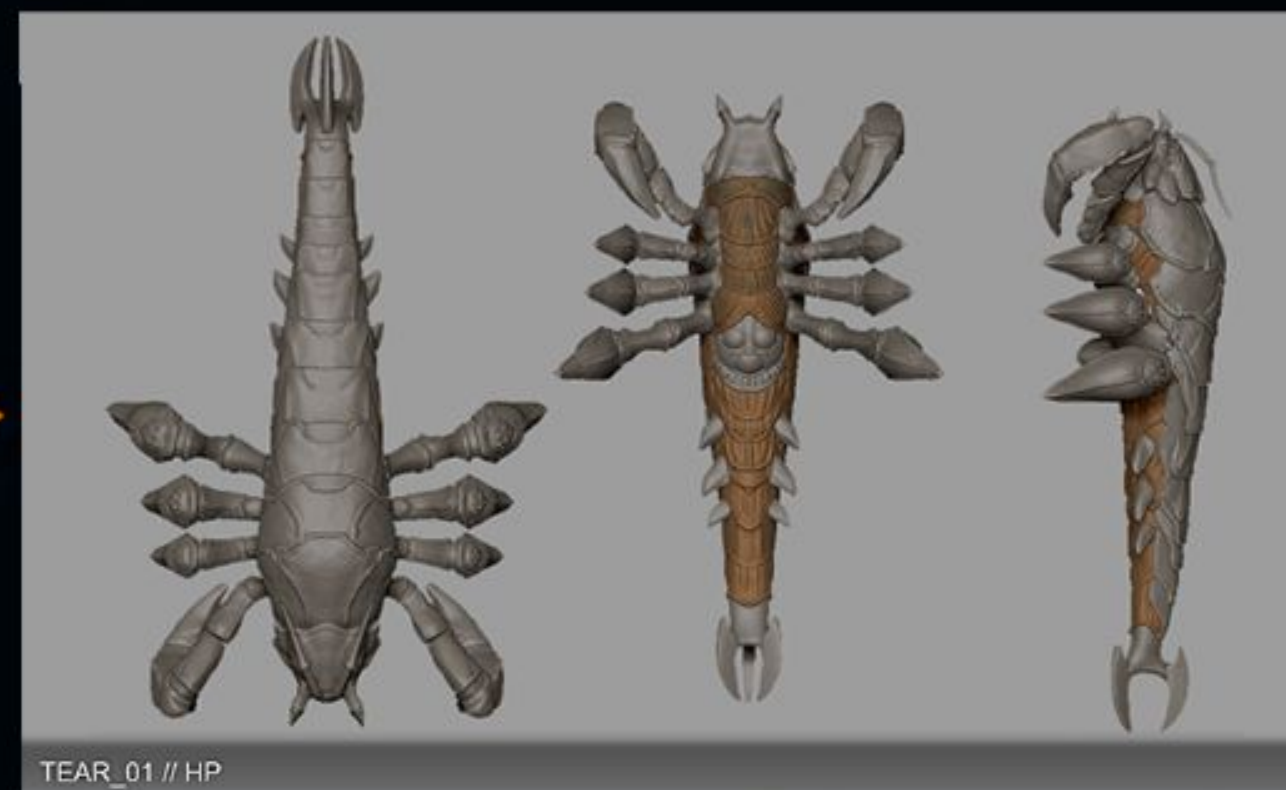


TECHNICAL ART

Technical art support and real-time implementation.

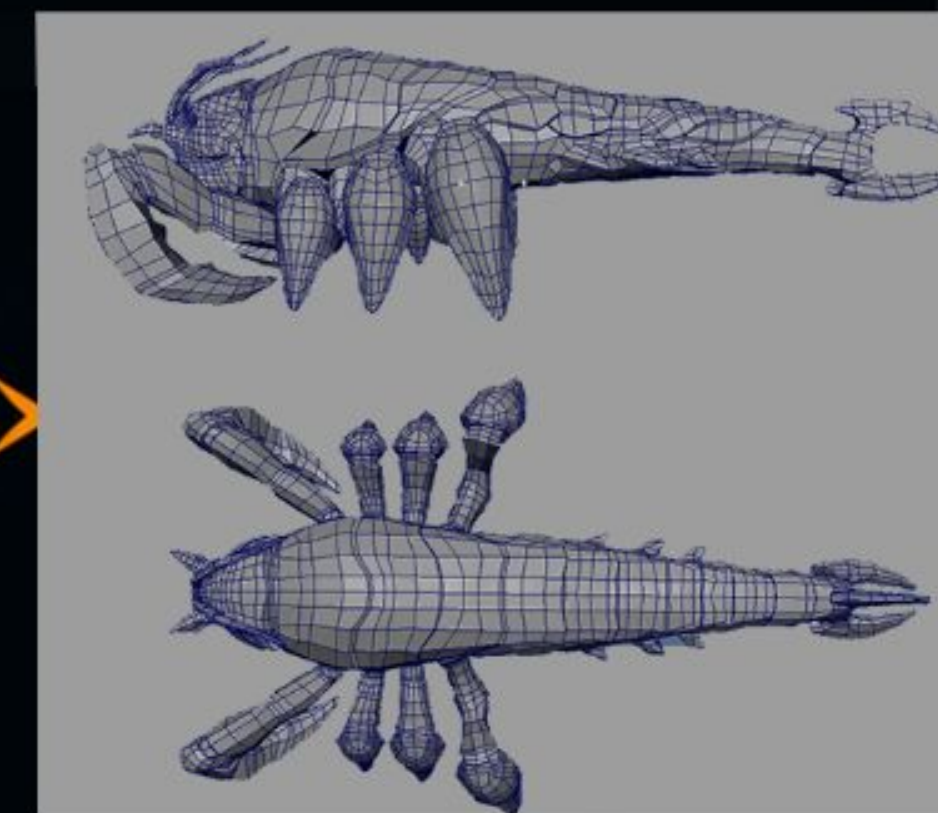
CREATURE DEVELOPMENT

Concept • 3D Production • Optimization

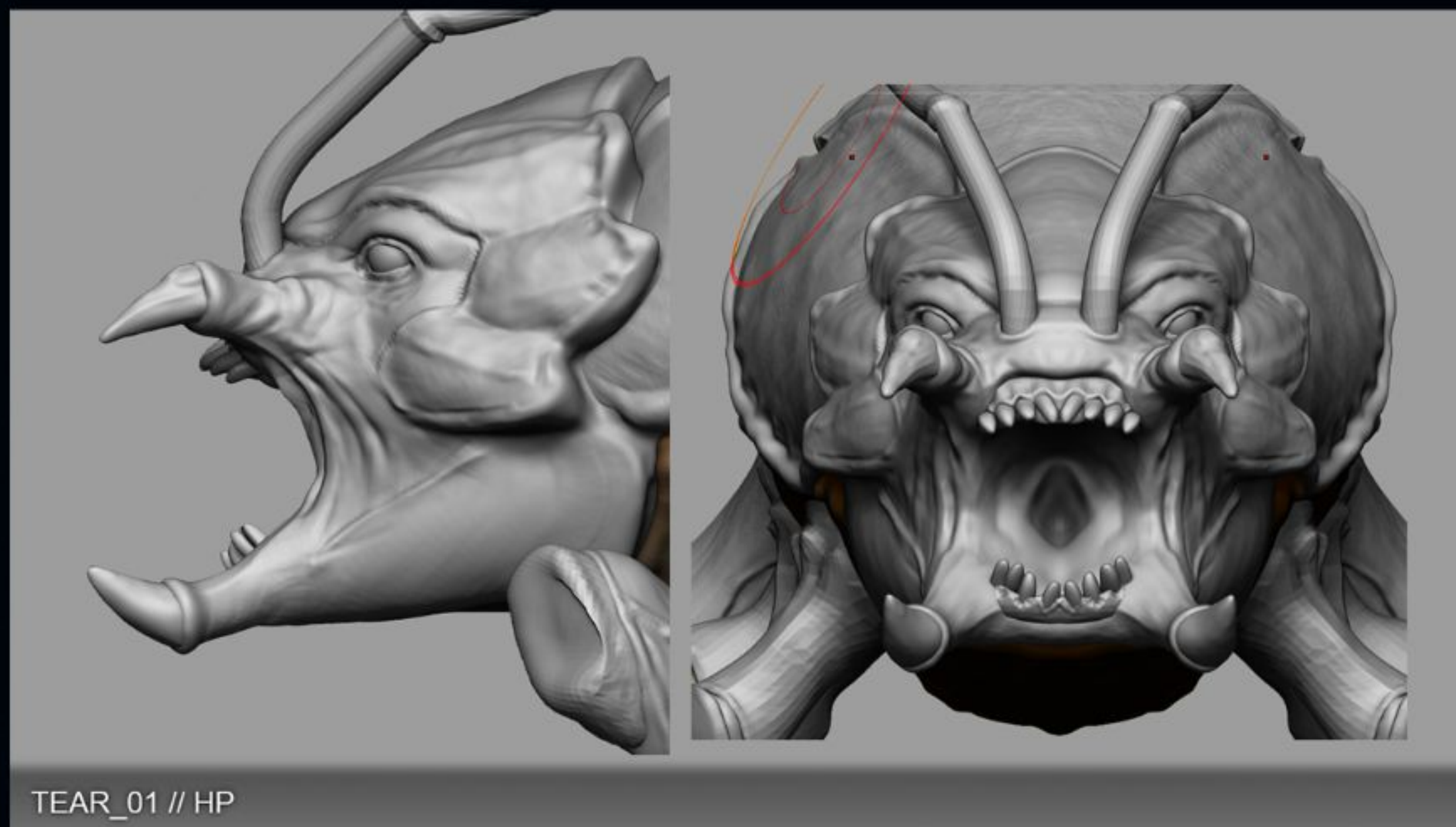


TEAR_01 // HP

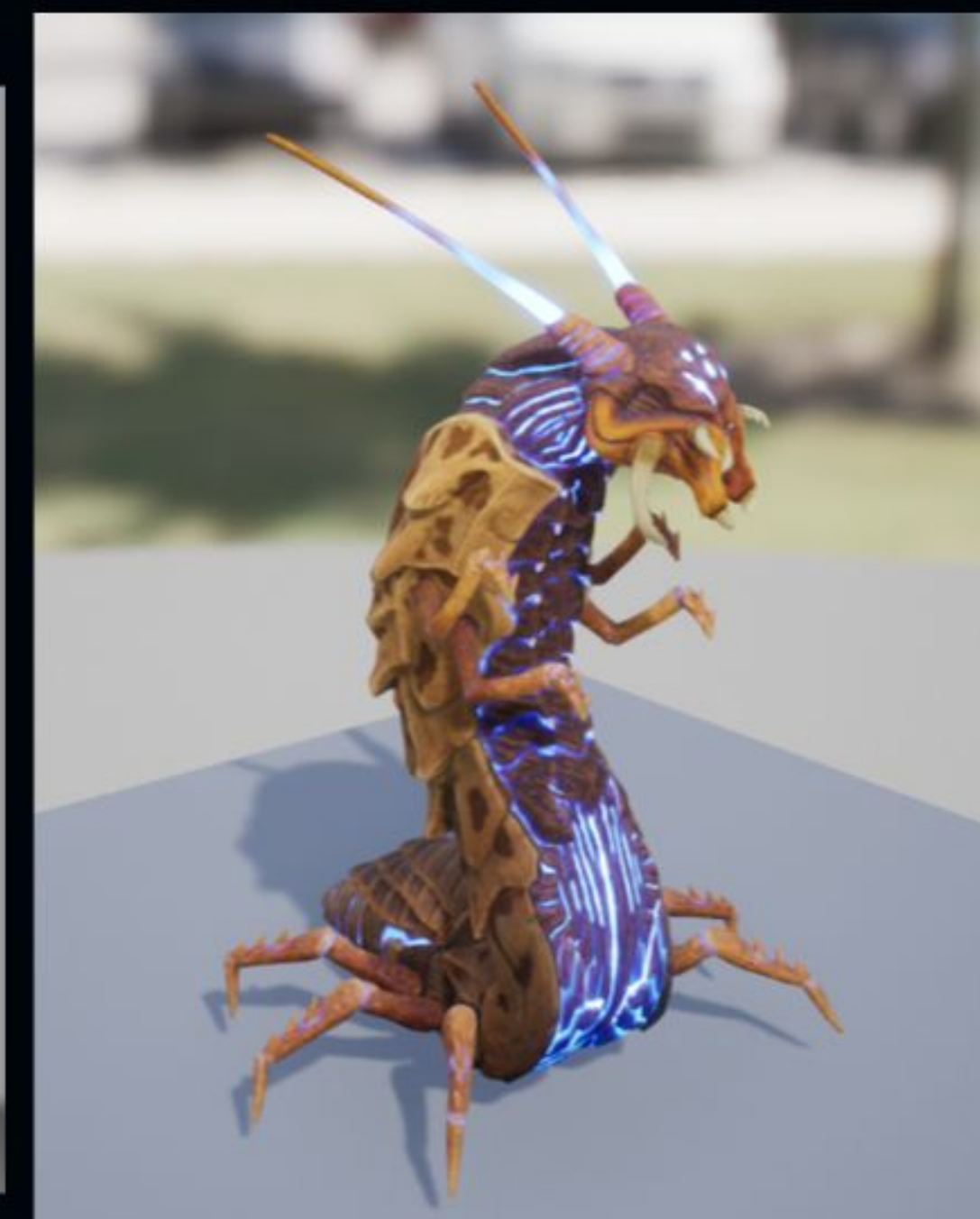
HIGH POLY



LOW POLY



TEAR_01 // HP



PLAY THE HARVEST
Steam Store Link

[The Harvest](#)

HATRED

PRODUCTION CONTRIBUTION

Hatred is a controversial top-down shooter **remastered and re-released** to a new generation of players.

Heskil collaborated in the production of the remastered version, supporting the development with **character production, cinematics, technical art** and **Unreal Engine environment work**.

CHARACTER PRODUCTION Modeling • Texturing • Rigging • Animation



ENVIRONMENT PRODUCTION Cinematic & in-game scenes built in Unreal Engine



TECHNICAL ART

Real-time integration & optimization



CHARACTER PRODUCTION

Game-ready characters for cinematics and game.



ENVIRONMENT ASSETS

Cinematic and in-game environments in Unreal Engine.



TECHNICAL ART

Technical art support and real-time implementation.



[VIEW ON STEAM](#)
Steam Store Link

[HATRED](#)



IP PRODUCTION

Infinite Creativity, One Studio.





DEADLINE

Intellectual property of Heskil and Exigent, conceptualized, modeled, and produced in-house.

With Bo Anderson's collaboration, game creator with **30+ years of experience**.

All assets are being integrated and rendered to highlight our **technical and artistic capabilities**, for 3D visuals.





DEPRESSION

INTERACTIVE SHORTFILM AND VR EXPERIENCE

We use the power of immersive storytelling to raise awareness of depression, foster empathy, and facilitate conversations about mental health.



2 AWARDS

GUADALAJARA INTERNATIONAL
FILM FESTIVAL (FICG) 2025



OFFICIAL SELECTION

GUANAJUATO INTERNATIONAL
FILM FESTIVAL (GIFF) 2025



PRESENTED IN FRANCE

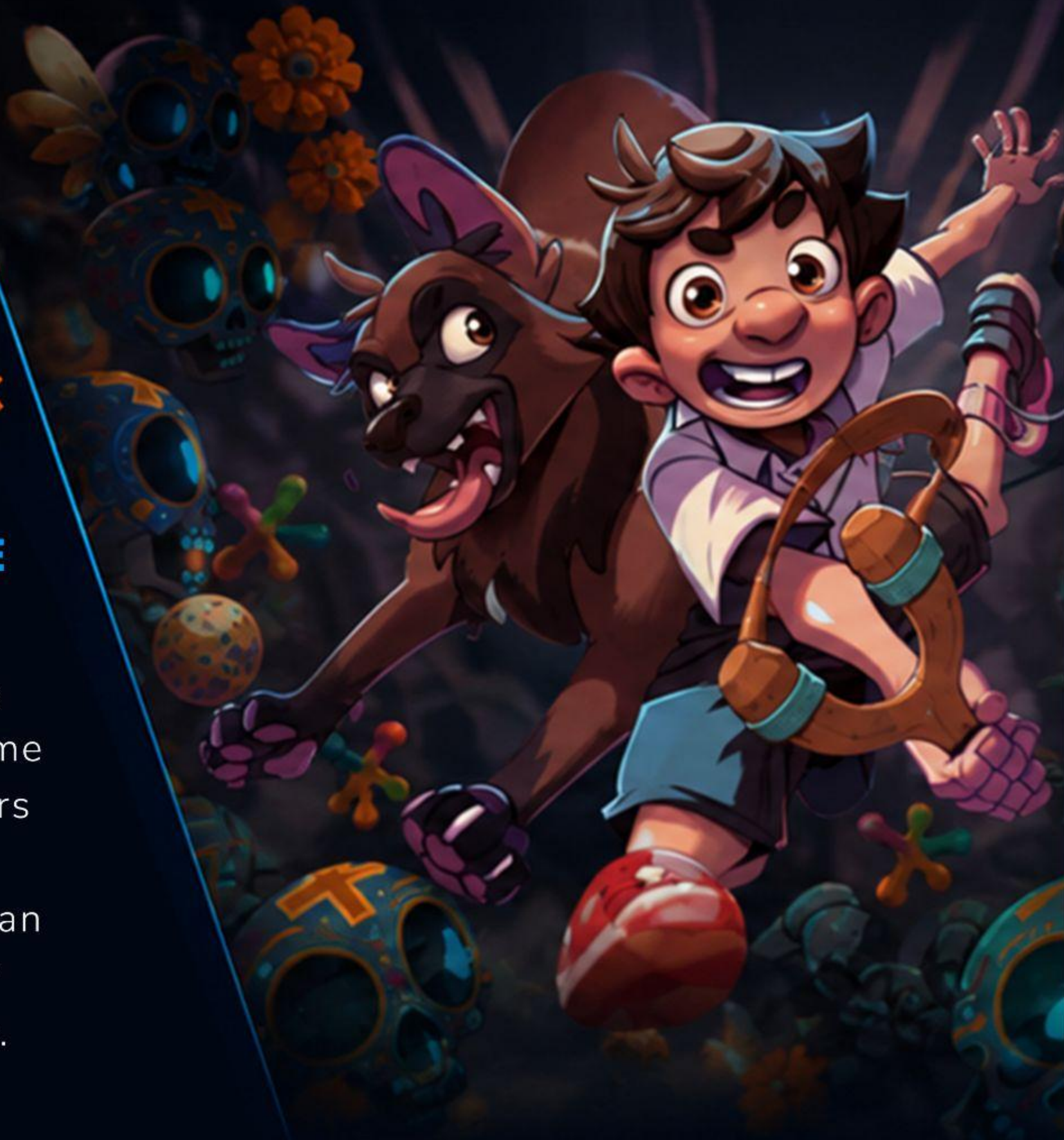
FIRST INTERNATIONAL PRESENTATION
WITH AN EXCELLENT RECEPTION



ALTAR DEFENDERS

MIXED-REALITY ENDLESS ARCADE GAME

Where you play as an 11-year-old boy who uses toys and creativity to defend his home and family altar against invaders from the world of the dead. A fun, exciting, and deeply Mexican experience that safeguards our memories, roots, and traditions.





TINKERS

LIMITLESS FUN

It began as a virtual reality team-building experience for companies.

It is now evolving into a party game for all platforms, targeting a much larger market, a game that is easy to learn and impossible to put down.



SOFTWARE & GAME DEVELOPMENT

From gameplay systems to enterprise applications, Heskil develops complete interactive software solutions for **games, VR, mobile and custom platforms.**



GAMEPLAY SYSTEMS

Player Controllers
AI & Behavior
Combat Systems
Inventory & Items
Progression
Networking



INTERACTIVE EXPERIENCES

Virtual Reality (VR)
Mixed Reality (MR)
Augmented Reality (AR)
Training & Simulation
Museums & Exhibits
Touch & Kiosk Apps



BACKEND INTEGRATION

REST APIs
Firebase
PlayFab
Authentication
Cloud Save
Analytics



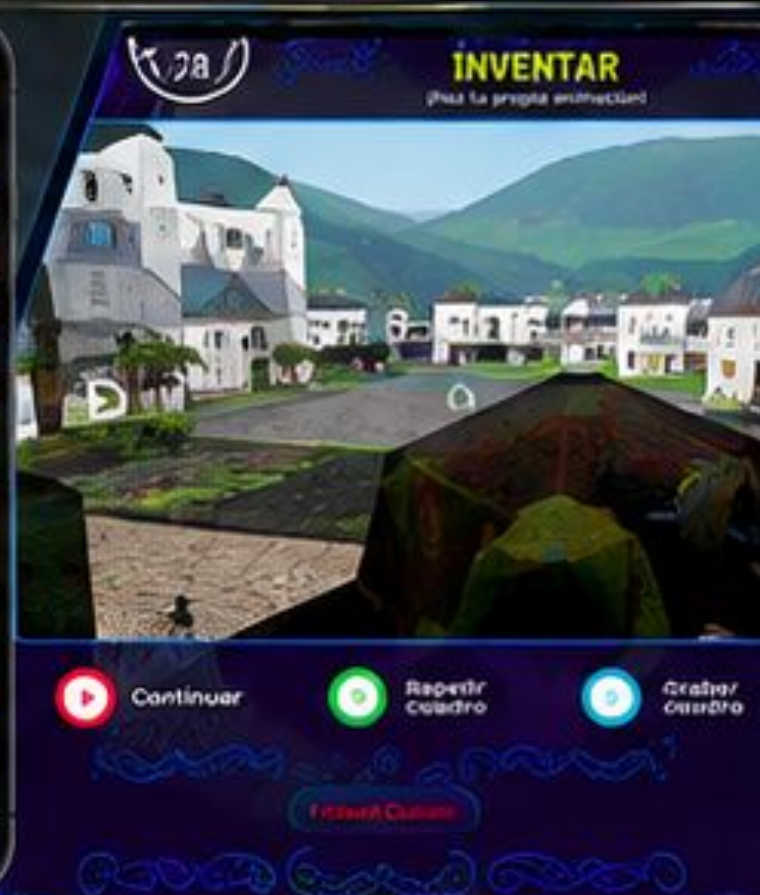
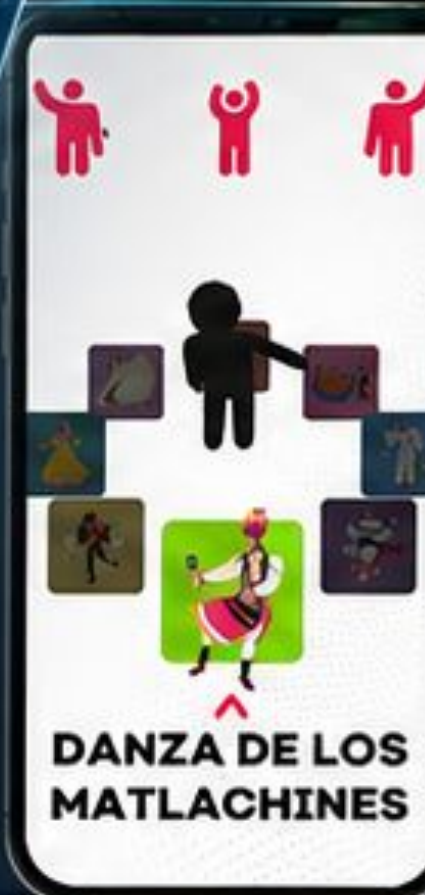
ENGINES & TECHNOLOGY

Unreal Engine 5
Unity
Godot
C++ / C# / Blueprint
GDScript
XR Integration



PLATFORMS

PC
Console
Mobile (iOS / Android)
Meta Quest
Windows
Web



VR EXPERIENCES THAT CONNECT BRANDS

IMMERSIVE SOLUTIONS FOR BRANDS

We create custom Virtual Reality experiences that communicate your brand, train, educate and inspire. From concept and design to full development and deployment, we deliver memorable experiences that leave impact.

KEYWORDS:

Virtual Reality • Interactive Storytelling •
Training & Simulation • Brand Experiences •
3D Environments • UI/UX • Real-time
Development



VR
DEVELOPMENT



IMMERSIVE
STORYTELLING



TRAINING &
SIMULATION



UI/UX
DESIGN



DEPLOYMENT &
SUPPORT



JOHNNIE WALKER FUTURE EXPERIENCE

Premium VR experience showcasing the future of Mexico and a new product launch through an immersive narrative.



FORD VR TRAINING EXPERIENCE

Immersive training simulation for engine assembly, designed to train employees in a safe, repeatable and engaging environment.



META VIRTUAL OFFICE TOUR

Architectural VR walkthrough of Meta's office concept, created to present the space and design to stakeholders and investors.



GALLINA REAL VR EDUCATIONAL EXPERIENCE

Educational VR experience explaining chicken farming processes through interactive content and a friendly guide: Don Chuy.



ART FOR FORTNITE





STAR WARS

This is a fanart short film inspired by meeting the director of Lucasfilm. It was a true challenge, both **technically and artistically.**















SUNSEND

Intellectual property of Heskil, conceptualized, produced, and soon to be integrated into Unreal Engine 5, specifically to showcase our skills, **from art to programming.**



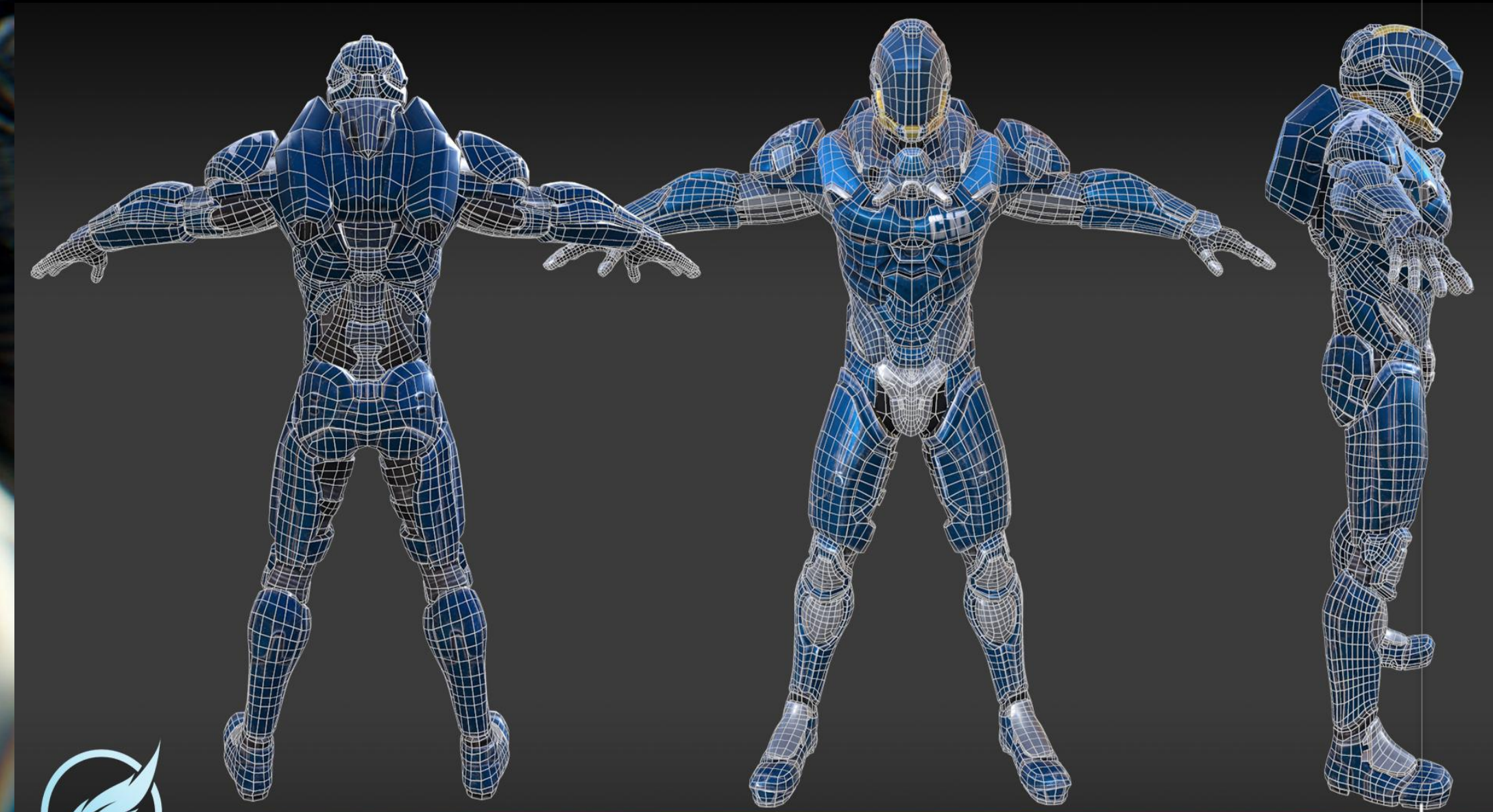
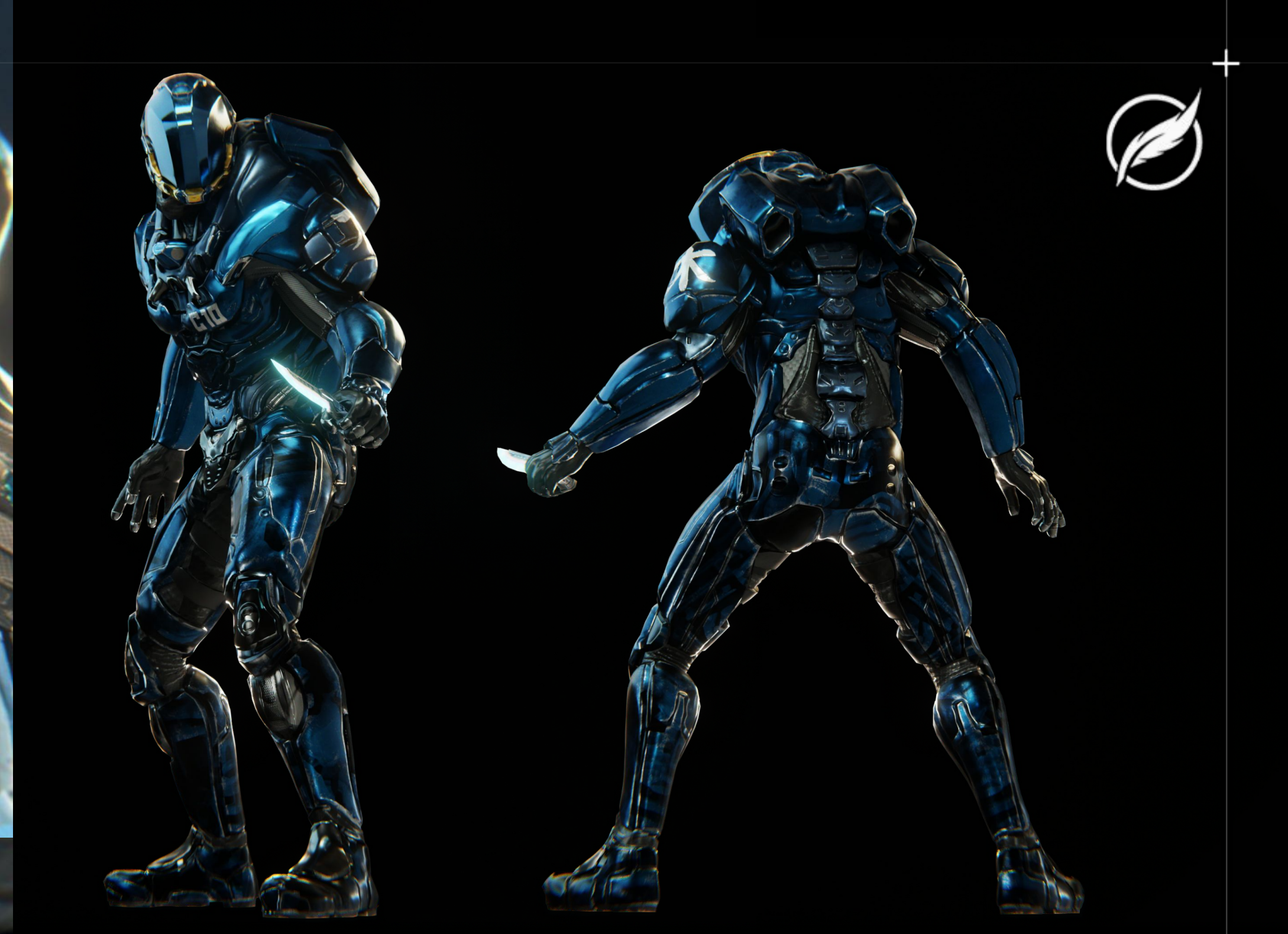
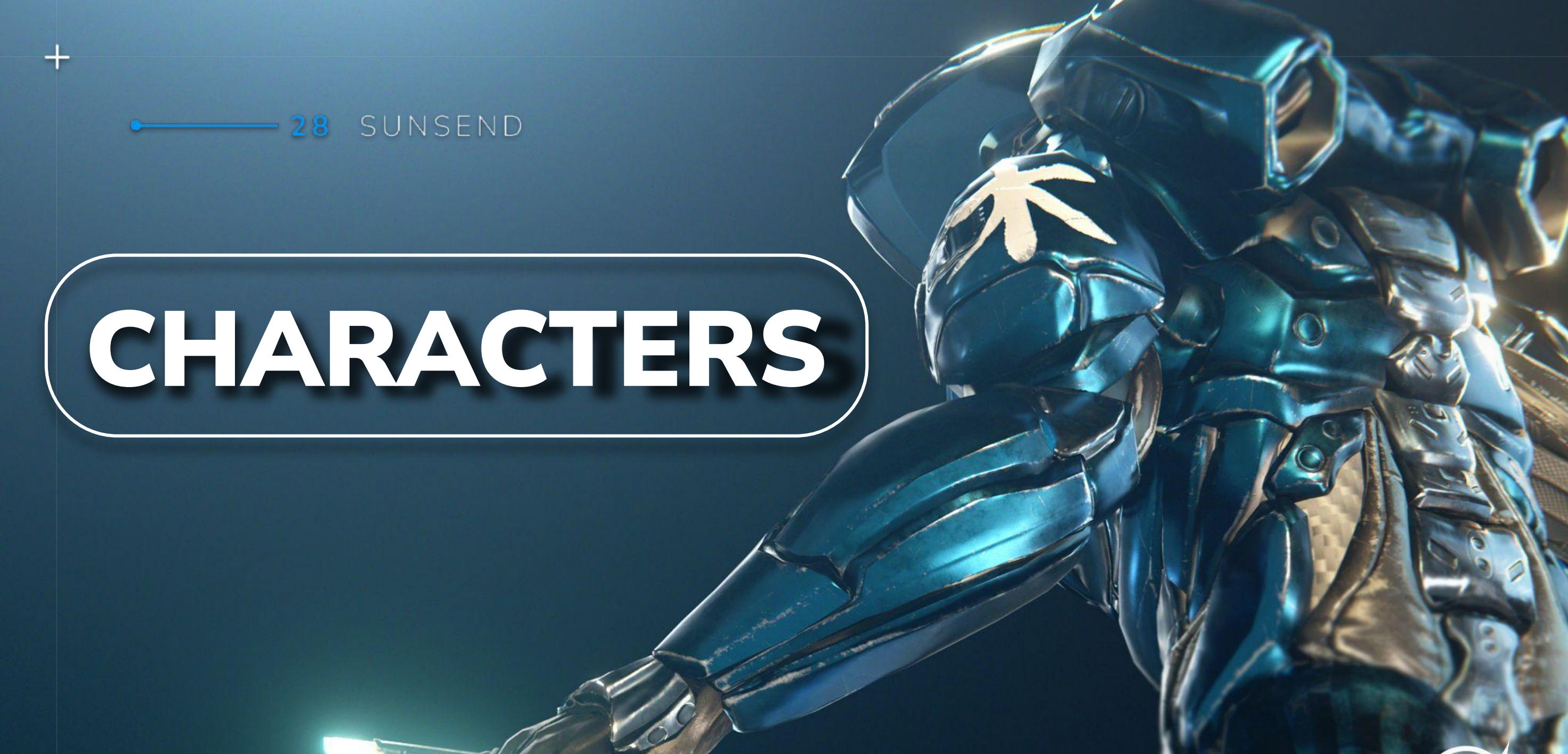
- HIGH QUALITY 3D ASSETS



- DESIGNED FOR NEXT-GEN



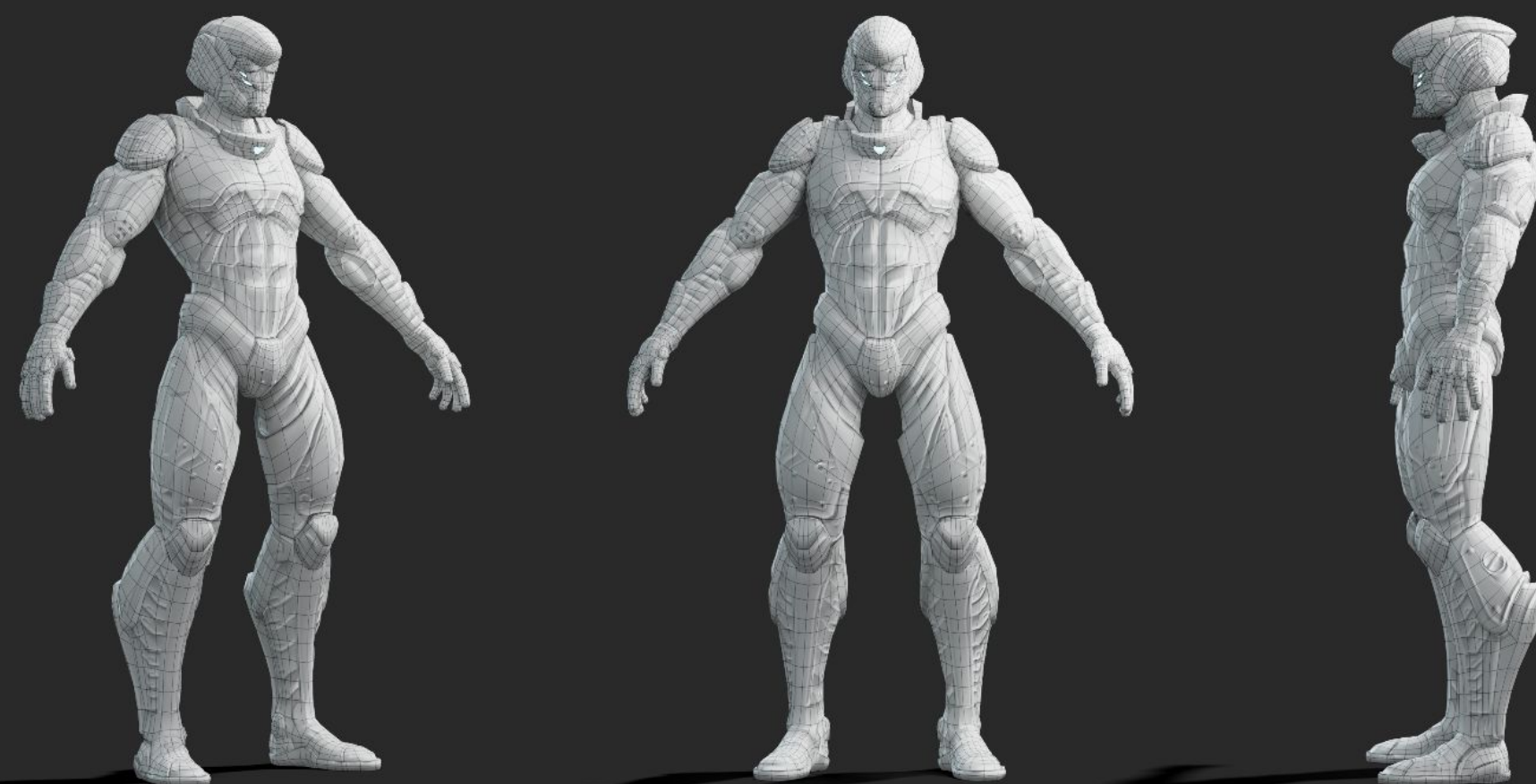
CHARACTERS



CHARACTERS



HESKIL





ALTEA PARK

REAL TIME ENVIRONMENT RENDER

This time, we created most of the assets, water effects, and real-time rendering and lighting effects.



FULL ASSET CREATION

Modeling, texturing
and optimization.



WATER EFFECTS

Real-time simulations
and interactions.



REAL-TIME LIGHTING

Dynamic global
illumination.



REAL-TIME RENDERING

Optimized for high
performance.



PRODUCTION PROPOSAL FOR DISNEY

Character and prop creation for animation.



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THANKS



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