

Associate Environment Artist

Locations: Kuala Lumpur, Malaysia

EA Codemasters has years of experience in crafting popular racing games such as Dirt, GRID, WRC and Formula 1. Operating from Birmingham (UK), Southam (UK) and Kuala Lumpur (MY), we here at Team Codies are passionate in creating photorealistic and immersive experience for the passionate fans of the series.

Responsibilities:

- * Create assets following project benchmark and pipeline
- * Recreates basic real-world surfaces using industry standard PBR material creation tools.
- * Familiarize the general functionality of the game engine's system.
- * Work with lead and peers to produce low to high complexity task as well as deliver quality results

Qualifications:

- * Able to adapt to new environments, production workflow, pipelines and directions
- * Proficient and efficient with the entire game arts production 3D package
- * Good understanding knowledge of the PBR-based material surfaces