



EASTWORKS
GAME OUTSOURCE STUDIO

- SINCE 2011 -



About Us

The story of our company begins in 2011 in the city of Kosice, Slovakia. Our name EastWorks represents the high quality and competitive prices offered by our region. Our aim from the start was to create a great company to work for and do business with. Therefore the single most important aspect of our service is the quality of the work we deliver!

Our motivated production team provides concept art, modelling, texturing, animation and programming for projects on various platforms. Skillful and talented artists of our core team are supported by external artists who cooperate with us on larger projects. We participate in art production for games over a wide genre range - fantasy, sci-fi, sports, cartoon and many more. We're flexible to adapt to any genre.

2011

FOUNDED

20+

CLIENTS

45+

PROJECTS

20+

EMPLOYEES

WE LOVE TO CREATE GAMES



Our Services

EastWorks Studios is specialized in the realization of videogame environments, assets, vehicles and characters creation, from concept art to modelling, texturing and animation.

Our Programmers and level designers work daily with the most popular engines in the industry and we're also capable of working with our clients own custom engines as required.

2D ART

- Concept-art
- Illustration
- Storyboards
- Cover Art
- UI Design
- Rig/Skin
- Animation

3D ART

- Sculpting
- Modelling
- Texturing
- Rig/Skin
- Animation

DEVELOPMENT

- Console
- PC
- Mobile
- Unity5
- Unreal4
- Custom Engines



Projects

During our company's 14-year history, we have participated in almost 50 projects.

Gray Zone was created and financed solely by our studio..

- SCS: American Truck Simulator
- Mythical: FIFA Rivals
- Ingame Studio: Crime Boss
- Nine Rocks Games: Way of the Hunter
- EastWorks: Gray Zone
- IOI: Hitman 2
- Amazon: Grand Tour Game
- Playwing: Instant War
- Bohemia Interactive: Arma 3: Apex, Vigor, Miny DayZ 2
- Take2: Maia 3, Mafia Definitive Edition
- Lion Castle: Slide Stars
- Wicked Witch: Rugby 4 Challenge
- KungFu Factory: Card King: Dragon Wars
- StarVault: Mortal Online
- Tag Games: Downton Abbey: Mysteries of the Manor
- Airtight Games/Square Enix: Murdered: Soul Suspect
- City Interactive Games: Enemy Front
- Games Farm: Shadows: Heretic Kingdoms
- Virtual Toys: World of Warriors, Pirates Treasure Hunters, Torrente Online 2
- Eipix: Dead Reckoning: The Crescent Case
- Infernum Games: Project Theralon
- Seamless entertainment: Sol Exodus
- Milestone: MotoGP 14
- 3 Mages: Heroes of the Might and Magic 6
- Cyanide studio: Dogs of War Online, Aarklash Legacy
- Team 6: Flatout Wii, Flataut III, Glacier, Military Runner, Flatout Xbox 360, Super Street The Game, Taxi Chaos, Street Outlaws 2
- Codeglue: Antegods
- Giants software: Ski Region Simulator, Farming Simulator 2013 mobile,
- Farming Simulator 2019
- Nexeon: Face of Mankind
- Twisted Pixel: Comic Jumper
- Digital Embryo: Big Bass Challenge
- Fossil Software: ReKillers: Zombie defense

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The Team

Our team of dedicated professionals consists of 5 - 8 internal management and quality control staff members complemented by an external team of 5 - 25 professionals working remotely, number dependent on project requirement.

#ART DIRECTOR

Oversees art quality and controls the overall creation process.

#PROJECT MANAGER

Takes care of time/cost estimation and distribution of tasks to team members. Controlling and informing clients regarding project progress.

#2 MANAGERS/LEAD ARTISTS

Leading a team of 5 - 10 members. Checking quality and feedback implementation. Doing final polish where necessary.

#2D/3D ARTISTS/ANIMATORS

We form a team of professionals in 2D/3D with expertise in a variety of styles: from photorealistic/realistic to stylized.

#TECHNICAL ARTIST

Follows the entire design process, technical artist checks, naming, optimization, file structures and transferring final content to client's cloud.

SOFTWARE WE ARE USING



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Why should you hire us instead of freelancers?

1. Centralized Communication

Unlike working with multiple freelancers, where you need to onboard and coordinate with each person separately, with us you only need to explain your vision once. Our project manager takes it from there, ensuring the entire team is aligned from day one.

2. Efficient Workflow & Scalability

We handle larger volumes of work more effectively. Instead of hiring and managing 10 different freelancers, you get a cohesive team that operates under one roof — saving you time, money, and effort.

3. Reliable Continuity

Freelancers can face unexpected situations — illness, personal issues, or conflicting commitments. In our studio, if one team member becomes unavailable, their tasks are seamlessly reassigned to another equally qualified artist without disrupting the workflow.

4. Consistent Quality Control

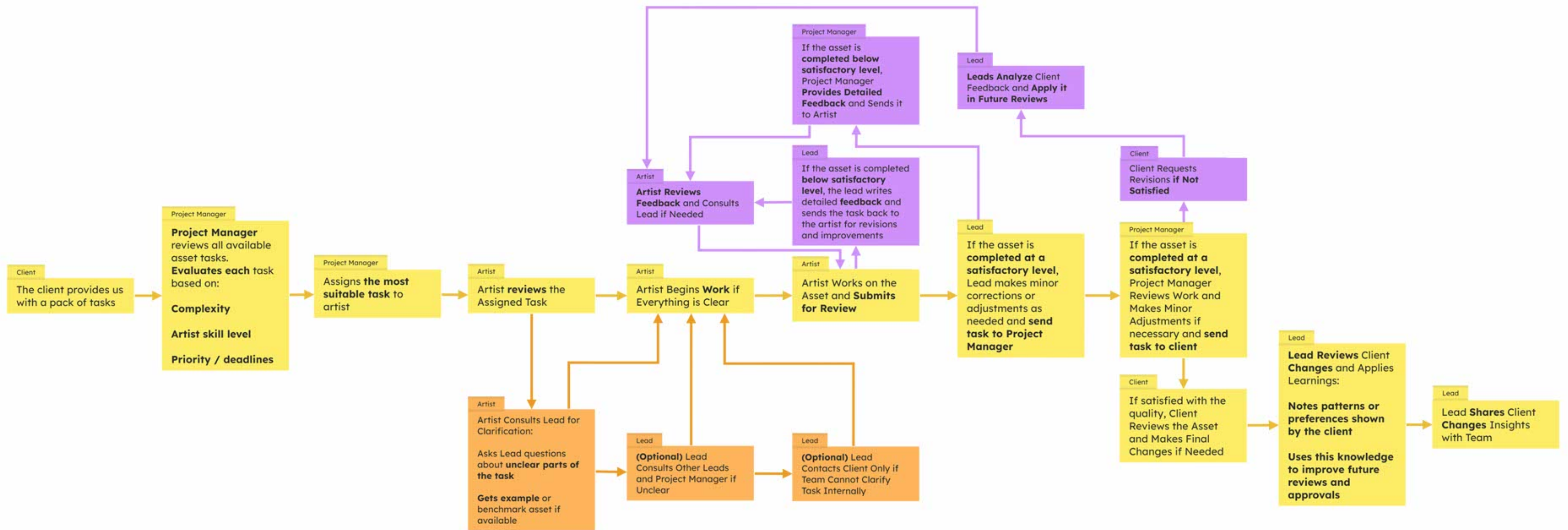
Freelancer quality can vary significantly. In contrast, our studio maintains consistent output, as every deliverable is reviewed by a project manager who ensures it meets our high standards before reaching you.

5. Collaborative Advantage

Most of our team works together in the same physical office (with the exception of a few remote members). This allows for ongoing collaboration, instant feedback, and peer-to-peer support — all contributing to better, faster, and more refined results.

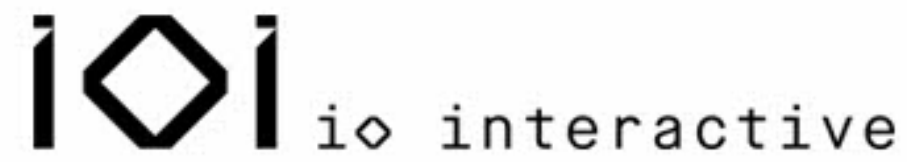


Asset Creation Process





Our Clients



CONTACT INFO

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www.eastworks.eu

COMPANY OFFICE

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Murgašova 3
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BUSINESS INFORMATION

registered in the Commercial
Register of the District Court Kosice I,
Section: Ltd, File no.: 27543/V
Tax ID number: SK 2023247952



CHARACTER SHOWCASE

Client: EastWorks
Platform: PC
Project Duration: 6 weeks
Production Crew: 1 artist

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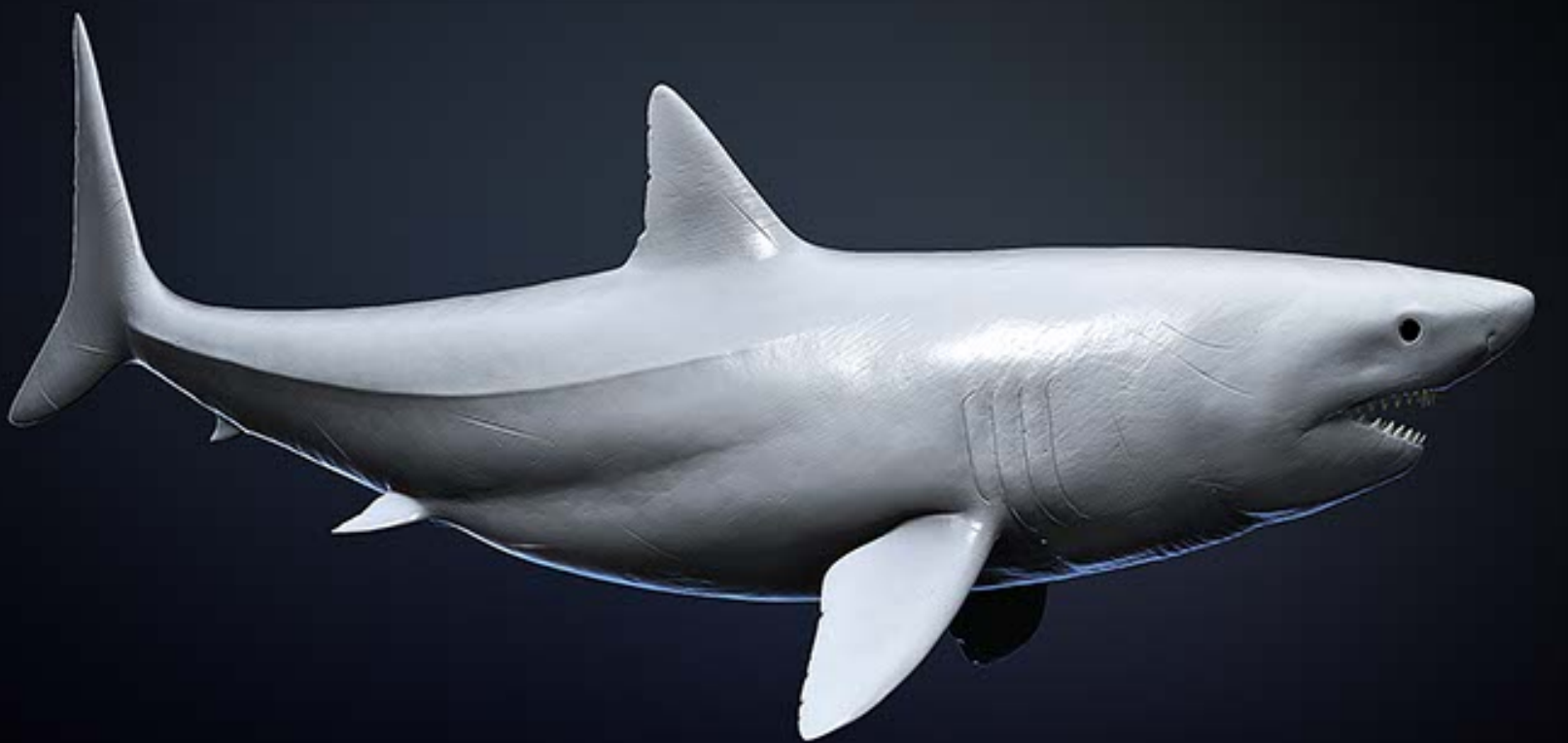
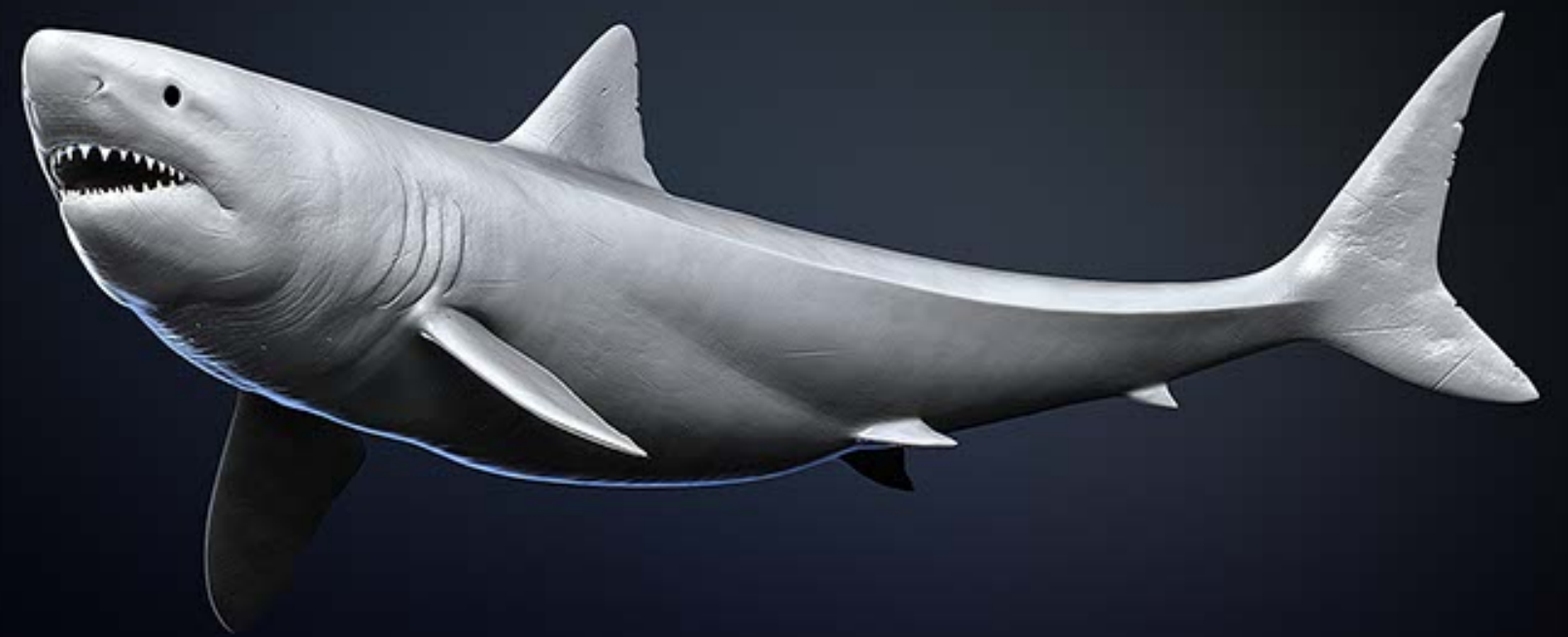
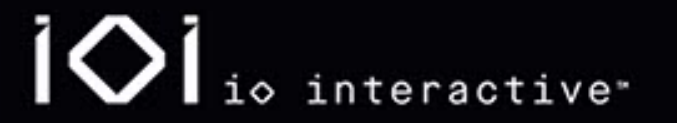


MUTANT MINER
Character created for an internal sci-fi project. It's a very ambitious project which we plan to develop in the future. First, we're aiming to create an interactive presentation in the most famous engines to show all the great features this game will be capable of.



HITMAN 2

Client: IOI interactive
Platform: PC, Xbox1, PS4
Project Duration: Q4/2017 - Q4/2018
Production Crew: 10 artists



Screenshots of the assets was made in G2 IOIs engine. For asset creation we used ZBrush, 3Ds Max Substance Painter and Photoshop.



VIGOR

Client: Bohemia Interactive
Platform: Xbox1
Project Duration: Q1/2017 - Q3/2017
Production Crew: 4 artists

Bohemia
Interactive

