

Unity 3D Game Development (near Lewisville)



Location

Texas

<https://www.genclassifieds.com/x-279362-z>

I'm a programmer and I want to make a stupid little iphone/android mobile game with Unity 3D.

I want to make friends with an artist that can do 2D tile work, UI design, menu/control design, etc, and/or skins for 3D models, next I want a 3D modeler buddy, or someone that can do all of the above. It would be cool to make a foley friend too.

But basically, I'm looking for anyone that wants to be involved: artists (especially artists), designers, modelers, audio specialists, programmers, producers, kids who can't read good and wanna learn to do other stuff good too, the kitchen sink - anyone with some talent or ability to contribute.

I work full-time so this would be evenings and weekends only - don't be in a big hurry it's gonna take time. I specialize in back-end and server development, I've done a lot of UI work too, but it's not my primary area of focus. I can contribute as a programmer in any area.

Lets try to put together an achievable, realistic project that we can complete and get in the app/play store. I've got some ideas, and I'm open to yours. Everyone wants to get rich, sure, but lets be geeks and have fun first. Let's form a team that gets along well and enjoys tinkering in the mobile game space. Let's put our heads together and make something dumb, then make something cool when we get better.

Send me your name and email address and I'll contact you. I want to meet you in person for lunch, or dinner, or drinks, or dessert (self pay) to see if we're gonna get along - think of it as an interview. Also, it's not a date damn it! Sorry ladies I'm already married. Sorry dudes I'm not gay (but you can be - I'm not a hater). I don't want to spend a bunch of time going back and forth with email before I meet you.

I'm a software engineer with a lot of experience. I studied computer science in college (a long time ago) with the hope of working on video games, but life happened. I got a great job as a software engineer, but it wasn't programming video games. And now I wanna fucking do it! You in?



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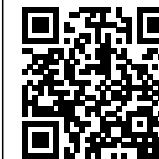
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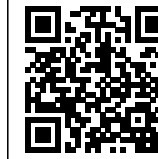
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