

Game Development Team Seeks Talent (Remote)

Location **Arizona** https://www.genclassifieds.com/x-694628-z

Hello all! We are Ooc Studios. The company that made PaciFire, the game featured on Kotaku.

We currently have a second game in development that has a planned release on Steam, Oculus VR, and Xbox. This game is completely different and much more intuitive than our previous game. Our current game is an open-world alien planet with islands, oceans, alien architecture, and alien technology. In this game you play as an alien that has crashed on the planet and needs to find a way off as well as do many other tasks. The planet is inhabited by alien wildlife such as mammals, rodents, fish, birds, and more. This game is set to be extremely detailed and realistic and we are looking to bring more talent to our team!

Talent needed:

- Character modeler/3D animators
- Vegetation/Foliage specialists
- Unreal Engine C++ Programmers
- Unreal Engine Blueprints specialists
- Unreal Engine UI experts
- Unreal Engine Networking/replication specialists

(We have all other positions filled)

This is a contracted position that includes a royalty % of the game's revenue on each version of it's release. Your amount of royalty received depends on your involvement and contribution to the game for each version of its release. This could later become a steady position and can be a great opportunity to grow.

