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Thread: [Game Development Team | ARTISTS, MODEL DEVELOPERS, AND MORE NEEDED](#)

daymon - February 1, 2020, 10:36 am

Throwing together a Game Development team. This will be a relatively small team. All profits earned on any game will be split according to contributions to said project.

About me: I'm a software engineer. I originally got in the game for game development ironically. I've been around for about 10 years now. I've touched all sorts of concepts and languages since then- from networking, to lower end development and reverse engineering, to web development, to cross platform applications. And that's me!

Looking for:

Artists

- Artists will be working on various external arts of the games. From menu design, to icons.

Model Developers

- Will work on the various models of the game. Must have experience in rigging as well. Animation experience is a plus, but not needed.

Map designers

- On games that require it, you will be designing the map layouts. Must have experience in previous map designing, or can showcase skills otherwise.

Game designers

- Your purpose will purely be to come up with ideas for the games themselves. No design is necessary beyond ideas. Anybody can contribute to the ideas of the games, but game designers should be people who excel in such a field. You'll need plenty of gaming experience as well to back up your ideas.

Anyone who's interested- feel free to PM or post below with a resume or link to previous work
:blackhat: