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Subject: Be a part of the Evolution

Posted by [Dante](#) on Mon, 04 Aug 2003 17:04:56 GMT

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RenEvo Is Hiring...

The time has come for RenEvo to add to the current staff, we need the following positions:

#### Web Developer

As you can tell, the RenEvo site is pretty much blah as I personally don't have the time to develop the site and maintain its coding. Duties of the web developer are to develop, maintain, and update the site as per requested. Requirements are as follows: must have good design skills, php knowledge, mysql experience, and have at least 5 sites for show and tell.

Send an email to [jobs@renevo.com](mailto:jobs@renevo.com) with the following, age, name, location, links to your previous work.

#### VB Programmers

To lighten the workload of the many apps that RenEvo is developing, we need a couple more vb developers. Duties of the vb programmers are to take design templates and create a working GUI to spec, then develop the basic functionalities of the applications, upon doing that submit the work to our Sr. programming team for completion. Requirements are as follows: must have at least 4 released applications (that means working stuff people other than you have used), GUI design skills (not just a button here, with this text, etc...), VB .Net knowledge is a HUGE bonus, but not required. You must posses Visual STUDIO 6.0 service pack 5, Visual Studio .Net is a bonus.

Send an email to [jobs@renevo.com](mailto:jobs@renevo.com) with the following, age, name, location, and experience with VB.

#### Renegade Scripters

Im looking to take a few C++ programmers and pull them under my wing to start a RenEvo script development team. Duties will include creating & debugging new scripts for Renegade to put in the custom scripts.dll. Requirements are as follows: working knowledge of VC++, working knowledge of Commando Level editor, You must posses Visual STUDIO 6.0 service pack 5.

Send an email to [jobs@renevo.com](mailto:jobs@renevo.com) with the following, age, name, location, and experience with VC++ as well as a completed test level (just a simple flat terrain) with spawners and an AI unit following a waypath on startup of the level, send as .mix zipped in the email.

#### Weapons Modeler

I have a couple of projects that i am working on and am severly lacking in the weapons department. Duties to include doing research on specific weapons, modeling them, creating the skin and texturing, Render in 3ds, then move it into gmax, bone & export for game use, test & setup the weapon for usage. Requirements are as follows: working knowledge of 3ds, working

knowledge of gmax & the RenX gamepack, knowledge of Renegade weapons, experience with creating reload animations a bonus.

Send an email to [jobs@renevo.com](mailto:jobs@renevo.com) with the following, age, name, location, and experience working with Renegade and weapons modeling. Also send a completed weapon 3ds, gmax, first person w3d, 3rd person w3d, as well as a back model w3d all boned and ready for game. (can be a simple weapon, but i just want to make sure you can do it from start to end.)

This is the current listing, more to come in the future as needed.

Dante  
RenEvo Founder/Sr. Developer

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