

Metaversatility Work Opportunities

Please send resume/cv/portfolio to jobs@metaversatility.com

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emvee

METAVERSATILITY



Metaversatility is a virtual world development company that fosters community, entertainment, education and commerce in on-line spaces. From transnational corporations and broadcast media to nonprofit agencies and educational institutions, we have put our [communication and technology skills](#) to work on behalf of a diverse range of visionary organizations. In our year of existence, we've grown from five people working around our day jobs to a dedicated, full-time team of fourteen creative and innovative people distributed around the world. We've worked with multiple technology platforms, appeared in major print and web publications, and spoken

at conferences world-wide. Our client portfolio includes Orange, Scion, EMI (Capitol Music Group), AMD, Newmarket Films, and the USC Center for Public Diplomacy.

Are you talented, motivated, and ready to be part of a small team where your work and ideas matter? We are hiring for contract-to-hire positions for large-scale world-building projects. Help us create awesome 3d environments and online communities. We offer competitive compensation, the freedom to telecommute, flexible hours, and the chance to be a part of a growing industry and a fun, exciting start-up.

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Metaversatility, Inc
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3D Artist (3D Studio Max)

Metaversatility is seeking a 3D artist with professional experience in developing assets for games and virtual worlds, with particular proficiency with 3D Studio Max. Artist will be responsible for the development of 3D environments for large-scale virtual worlds projects.

Requirements

- Minimum of 3 years professional experience producing interactive 3D content for video games or virtual worlds.
- Experience developing characters, environments, buildings, and props for video games or virtual worlds.
- Fluency in 3D Studio Max
- Fluency in Photoshop
- Strong sense of composition for texturing
- Low-poly UV Mapping
- Familiarity with rigging & animating in Max
- Experiencing in lighting
- Strong organizational skills for large-scale world-development assets.
- Able to innovate and provide flexible solutions for challenges
- Self-motivated, goal-driven, and deadline-conscious
- Works well from concept and reference
- Asks plenty of questions, surprises peers by going above and beyond

Additional skills:

- Concept Art
- Experience working remotely with a globally-distributed team
- Strong rigging & animation skills in Max, particularly with bipeds
- Maya
- Scripting (Lua, Python, Mel)
- Google Sketchup
- Zbrush
- Mudbox
- Experience in social virtual worlds
- Shipped at least 1 video game title

Employment terms:

- Full-time, by contract
- Full time salary position possible
- Telecommute as part of our remote team or work in the San Antonio & Austin area

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2D Flash Artist

Metaversatility is seeking an artist with professional experience developing 2D assets, objects and environments for flash-based games and virtual worlds.

Requirements

- Minimum of 2 years professional experience producing interactive 2D or 2.5d content for video games or virtual worlds.
- Experiencing developing and integrating art assets specifically for flash.
- Experience developing characters, objects and environments for 2D and 2.5d interactive spaces.
- Experience developing robust flash art.
- Experience developing detailed concept art.
- Strong sense of angled (isometric) depiction of characters, objects and environments.
- Fluency in Photoshop
- Proficient with Wacom Tablet
- Familiarity in 3D Studio Max, including texturing and uv mapping
- Strong sense of shading, depth and dimensionality in composition.
- Strong organizational skills for large-scale local and remote asset management and navigation.

Additional:

- Experience working remotely with a globally-distributed team.
- Scripting (Lua, Python, Mel)
- Google Sketchup
- Experience in social virtual worlds
- Shipped at least 1 video game title

Employment terms:

- Full-time, by contract
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Producer

Metaversatility is seeking an experienced software or technical project manager. Experience with virtual worlds or game development strongly preferred. Projects may include managing: art direction, software design, software development, 3d space/game design & development, only community building & management, and cat herding. Project managers will be responsible for the overall health of large-scale projects as well as maintaining day-to-day project operations.

Requirements

- 5 years experience
- Oversee 1 to 3 projects at a time (ranging in scope from small to large)
- Experience managing remote teams
- Experience with large-scale, complex projects
- Software project management
- Experience with agile development processes
- Strong communication skills
- Highly organized
- Exceptionally comfortable with computer-mediated communication (email, instant message, voip)

Additional skills

- virtual worlds and/or MMO experience
- online community management

Employment terms:

- 4-6 month contract
- contract-to-hire possible
- Telecommute as part of our remote team or work in the San Antonio, TX area

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Experienced Java Developer

Metaversatility is seeking an experienced Java developer to work on world-building projects starting in early January '08.

Requirements:

- 5 years of experience
- BS in Computer Science preferred
- Experience with agile/scrum development process
- Game development experience preferred
- Familiarity with virtual worlds and MMOs
- Experience with remote teams
- Strong communicator

Additional skills:

- experience with .NET (C#) and python
- project lead experience

Employment terms:

- 4-6 month contract
- contract-to-hire possible
- Telecommute as part of our remote team or work in the San Antonio, TX area

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Entry-Level Java Developer

Metaversatility is seeking an entry-level Java developer to work on world-building projects starting in early January '08.

Requirements

- BS in Computer Science or equivalent experience
- Strong Java development skills
- Self-motivated, goal-driven, and deadline conscious
- Fast-learner, agile thinker
- Creative problem solving

Additional skills

- game dev experience
- Python
- .NET (C#)
- Eclipse
- MS Visual Studio

Employment terms:

- 4-6 month contract
- contract-to-hire possible
- Telecommute as part of our remote team or work in the San Antonio, TX area

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Python Coder

Metaversatility is seeking a Python developer for world building and game user-interface coding for projects starting in early January '08

Requirements

- 1-2 years experience
- Experience with UI development
- Strong Python skills
- Experience with remote teams

Additional skills

- .NET (C#)
- Java
- perl
- Lua

Employment terms:

- 4-6 month contract
- contract-to-hire possible
- Telecommute as part of our remote team or work in the San Antonio, TX area

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New Media Marketing Intern

Metaversatility is seeking a new media marketing intern to maintain day-to-day social media communications. Interns will be part of a hands-on team and will gain real world experience in new media PR & marketing as well as online community management. Day to day duties will include a lot of blog reading, a lot of blog writing, updating twitter and facebook, and maintaining a Second Life build. An ideal candidate will be an excellent and engaging writer, a denizen of the internet, and passionate about online communication.

We are happy to work with your college or university on achieving credit for this internship.

Requirements

- Internet communication & social media savvy
- Strong writing skills
- major Communication, Marketing, PR, or related field
- Familiarity with the following social media platforms: blogs, Twitter, Facebook, Ning, LinkedIn, Second Life, There.com, Kaneva
- Self-motivated, goal-driven

Additional skills

- Graphic design
- Ad design & placement
- press release writing

Employment terms

- 10-15 hours a week
- paid internship
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