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 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 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 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 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

Subject: Be a part of the Evolution
Posted by Beanyhead on Mon, 04 Aug 2003 17:08:07 GMT
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If I was good at any of those things I'd help

Subject: Be a part of the Evolution
Posted by vloktboky on Mon, 04 Aug 2003 18:10:21 GMT
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If you could tell me where I could get Visual STUDIO 6.0 service pack 5, then I could help you with the Renegade Scripters position.

Subject: Be a part of the Evolution
Posted by Dante on Mon, 04 Aug 2003 18:18:30 GMT
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vloktbokyIf you could tell me where I could get Visual STUDIO 6.0 service pack 5, then I could help you with the Renegade Scripters position.

http://www.pricegrabber.com/search_getprod.php/masterid=18997/mode=looksmart/ut=040344ae
b92e4346

or if you where clever...

Subject: Be a part of the Evolution
Posted by General Havoc on Mon, 04 Aug 2003 18:19:41 GMT
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This is the service pack for visual studio 6.0 or were you asking where can you buy the actual thing?

http://msdn.microsoft.com/vstudio/downloads/updates/sp/vs6/sp5/dnldoverview.aspx

_General Havoc

Subject: Be a part of the Evolution
Posted by kopaka649 on Mon, 04 Aug 2003 18:22:15 GMT
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I have all the required software except now if only i had the skill   I qualify for web developer except i have no knowledge of PHP. So generally, im useless.

Subject: Be a part of the Evolution
Posted by vloktboky on Mon, 04 Aug 2003 18:40:16 GMT
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I've always used Dev-CPP for as long as I can remember. I have a copy of Visual Studio, but it's a trial version; anything I write with it gets a message box built into it.

Subject: Be a part of the Evolution
Posted by npsmith82 on Mon, 04 Aug 2003 22:21:59 GMT
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Dante, i'm offering my support.
You have mail.

Subject: Be a part of the Evolution
Posted by Apache on Tue, 05 Aug 2003 05:02:47 GMT
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If only I had time, and some real skills, I would totally be here to help you guys out a bit more, lol! My life has totally been kicked into high gear this summer, I am constantly doing something somewhere... Never in my life have I gotten such a sweet farmers tan, lol! Anyways, I'm still watching, and occasionally playing Renegade, just not with the same intensity as before... I still will help out whenever I got the time... I'm still using the same hotmail addy if you wanna ask me if I can do something for you...

Subject: Be a part of the Evolution
Posted by z310 on Wed, 06 Aug 2003 00:39:04 GMT

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I could do research on specific weapons.

Email me if u want me to help

Swatkiller1@aol.com

Subject: Be a part of the Evolution
Posted by NS3Delta on Wed, 06 Aug 2003 01:08:05 GMT

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research ?? thats kinda dumb

Subject: Be a part of the Evolution
Posted by z310 on Wed, 06 Aug 2003 02:59:53 GMT

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Its partta the job description!!!

Subject: Re: Be a part of the Evolution
Posted by z310 on Wed, 06 Aug 2003 20:16:23 GMT

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Dante

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 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

Subject: Be a part of the Evolution
Posted by NS3Delta on Wed, 06 Aug 2003 23:23:50 GMT
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but can you make them ?

i can make cool banners

Subject: Be a part of the Evolution
Posted by Archcasp on Thu, 07 Aug 2003 00:06:37 GMT
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the webcompany I work for (http://www.thedigitalplanet.net) we can help with webmastering if u wish. the owner (drgan) may want a small fee.. but if we can get bussiness from this we are willing to help. We have made http://www.marshgroup.com(which is a medical placement website) and we did http://www.nps.k12.va.us/schools/ntvc/ which isnt under our care anymore, we were just paid to build. If you need our help we are here.

Subject: Be a part of the Evolution
Posted by Try_lee on Thu, 07 Aug 2003 00:12:44 GMT
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lol

I like the music on that site

Subject: Be a part of the Evolution
Posted by Archcasp on Thu, 07 Aug 2003 00:23:20 GMT
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lol i hated that music we heard it everyday for a week while building the site.. it sucked it makse a man go insane

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Subject: Be a part of the Evolution
Posted by boma57 on Thu, 07 Aug 2003 00:27:17 GMT

I submitted my weapon model like you asked, but since I applied before this was posted, I sent it to Dante@Renevo.com instead of jobs@renevo.com ...Should I resend it to jobs?

http://maelstrom.hypermart.net/downloads/RenegadeSkins/f_gm_uzi.jpg

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Subject: Be a part of the Evolution
Posted by Archcasp on Thu, 07 Aug 2003 00:30:11 GMT

TaximesI submitted my weapon model like you asked, but since I applied before this was posted, I sent it to Dante@Renevo.com instead of jobs@renevo.com ...Should I resend it to jobs?

http://maelstrom.hypermart.net/downloads/RenegadeSkins/f_gm_uzi.jpg

nice

Subject: Be a part of the Evolution
Posted by Dante on Thu, 07 Aug 2003 06:53:35 GMT

TaximesI submitted my weapon model like you asked, but since I applied before this was posted, I sent it to Dante@Renevo.com instead of jobs@renevo.com ...Should I resend it to jobs?

http://maelstrom.hypermart.net/downloads/RenegadeSkins/f_gm_uzi.jpg

no, thats fine, i only used the jobs@renevo.com to easily sort the emails in my inbox everyday (about 3000+)

Subject: Be a part of the Evolution
Posted by z310 on Thu, 07 Aug 2003 17:56:48 GMT

ArchcaspTaximesI submitted my weapon model like you asked, but since I applied before this was posted, I sent it to Dante@Renevo.com instead of jobs@renevo.com ...Should I resend it to jobs?

http://maelstrom.hypermart.net/downloads/RenegadeSkins/f_gm_uzi.jpg

nice

Me like

Subject: Be a part of the Evolution
Posted by newcmd001 on Sat, 09 Aug 2003 05:57:11 GMT
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Well, I'm quite active and am able to keep your web-site updated, but as I know only little about PHP, and nothing about MySQL, I'm afraid I'm nothing more than an ordinary member.

Subject: Be a part of the Evolution
Posted by Archcasp on Sat, 09 Aug 2003 06:02:46 GMT
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newcmd001Well, I'm quite active and am able to keep your web-site updated, but as I know only little about PHP, and nothing about MySQL, I'm afraid I'm nothing more than an ordinary member.

my group knows both =)

Subject: Be a part of the Evolution
Posted by Dante on Mon, 11 Aug 2003 07:03:07 GMT
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Archcaspnewcmd001Well, I'm quite active and am able to keep your web-site updated, but as I know only little about PHP, and nothing about MySQL, I'm afraid I'm nothing more than an ordinary member.

my group knows both =)

im not really seeing any graphicly inclined items in that site, if you where willing to show me some stuff a bit more graphically rich, i could possibly look into your help, although we will not pay for a service that can be done for free.

RenEvo is a gaming site, there fore it must have a gaming feel to it.

So far, i have made my decisions on 3 people:

Taximes - Weapons Modeler
npsmith82 - VB Developer
vloktboky - Code writer

there may be assistant positions open if these people feel they need help with the work load that i will be giving them.

Subject: Be a part of the Evolution
Posted by Dante on Mon, 11 Aug 2003 21:19:37 GMT
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^^

Subject: Be a part of the Evolution
Posted by Vitaminous on Tue, 12 Aug 2003 02:56:40 GMT
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Well, I can always apply for web dev.

Subject: Be a part of the Evolution
Posted by lmdgr8one on Tue, 12 Aug 2003 03:16:34 GMT
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You know I'm good for promotion.

Subject: Be a part of the Evolution
Posted by vloktboky on Tue, 12 Aug 2003 20:10:06 GMT
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I'm looking forward to helping out the RenEvo team.