Dear applicants

We are a video game development, production and publishing company based in Los Angeles.

We have a video game published worldwide that we require some work doing to it so we can publish it in China and upgrade the existing game to generate better downloads and revenues. See below the tech stack and offering.

THE GAME:
Type: Trans-media franchise (Game • Comic Book • TV/Film)
Website: www.TheGHUL.com
Google Play: http://bit.ly/GH-Android
iTunes: http://bit.ly/GH-IOS

TECH STACK:
Game Engine: Unity3D
Genre: F2P with IAP

TASKS:
1) Upgrade game from Unity version 3/3.5 to version 5.
2) Calibrate the sensitivity and response delay of the joystick so gamers can move characters more fluidly without the 2 second delay;
3) Add pop-up window inside gameplay to advise gamer what is the short term and long term mission of the game (we will provide assets / audio on English and Mandarin);
4) Add better monetization / advertising API's
5) Test/debug the upgraded game then upload to our Google and Apple's tunes connect etc.

For Chinese version of game:

6) Replace English audio files with Mandarin audio files of character and same for Mandarin short video introduction;
7) Updating the title credits / load screen credits with our company logo in Mandarin + names of people worked on game in credits section;
8) Either you can integrate SDK from our Chinese distributor (a PDF + youtube video instructions + live support available on how to do this) or give the finished source codes (after doing the above work) to our Chinese distributor for them to integrate the game with their SDK. You will need to communicate, where necessary, with Chinese distributor's technical team, to provide them the finished and most optimum Chinese version of the game;
9) Other tweaks where deemed necessary by both parties (identified during testing).

OFFERING:
- Revenue share remuneration only;
- 25% from DreamStone's share from all worldwide revenues;
- Your name (title credit) on game in all territories;
- Creative input;
- First refusal on sequels of this title.

NEXT STEP:
- Send us URL links to any games or products you have developed in Unity3D (if any), and then,
- Sign our mutual NDA + sign a contract with our company if candidacy is successful.

DEADLINES:
- For candidate submission April 20th 2017
- For completion of tasks and updated game launch is May 1st 2017

Our website: www.StudioDreamStone.com

Should you have any qualified candidates for this role, please submit them
to Guy@DreamStoneLA.com with the title "Unity3D developer" and the name of your school in
the subject field of your email.

Thank you.