

Rat King Collective is currently looking for a 3D animator to join us in our next project, which is a fantasy RPG.

About Us:

Founded in 2019, we're an art collective that creates video games, TTRPGs, comics, and more. We've completed two video game projects so far and are in development on two more currently.

- [Meat Shift](#), a short free to play horror game, was our 2020 entry to the 7DFPS game jam. It was the second most popular submission of the event.
- [Splatter](#) is an over the top retro-style FPS, and it was released in 2022 to very positive reviews.
- Littlest Pet Shooter is our most recent public project, and was our submission to 7DFPS and PROCJAM 2023. It is currently in late development.

We've got an established following, an active server, and a small team of dedicated members. We also have a Patreon, Ko-fi, and small shop. As well as video games we make and distribute other art such as comics and zines, and all members are encouraged to participate if interested!

Our current team includes 3D artists, illustrators, a composer, and a programmer.

As a group, we meet twice a week on Mondays and Thursdays at 9PM EST. Our goal is to build Rat King up from being the passion project/portfolio builder/learning experience it currently is and to eventually turn it into a full time career. The people we're looking to find would be a part of this as well, having equal say in our projects and direction.

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What We're Looking For:

We're looking for a 3D animator who would be able to rig and animate 3D models, and who is interested in becoming a full member of the collective.

We don't expect you to be a total pro, we're all learning together so some experimentation and self-teaching is completely expected. We're looking for someone self-motivated and able to spend a few hours a week on the project.

Requirements:

-Must be over 18 years old

-Ability to communicate in English (two members are also fluent in French!)

-A passion for making weird games and/or art

-A dedication to standing against bigotry in all its forms

-***Must be able to attend meetings for up to one hour on Mondays and Thursdays at 9PM EST***

-A few hours of free time each week to work on the project

-Skills in 3D animation and rigging. Modeling and 2D skills are a bonus but not required.

-Experience with game engines would be great, but is not required! We're currently working with Godot.

Revshare:

This art collective is currently a passion project, but members are entitled to revshare and our most recent release did result in payouts for members. The breakdown is this: 20% of income from a project goes toward the Collective's savings, and an equal split of the remaining 80% is shared between members who worked on said project.

We have written agreements and contracts that go into this subject in detail on how they protect and support every member, and we work really hard to keep everything as professional and as well-planned as possible.

How to Apply:

Please send us an email at rattusrattusart@gmail.com that includes the following:

Your name/online handle and pronouns

An introduction on yourself

Any programs and platforms you have proficiency in

Your main social media account(s)

Your portfolio, or a place where we can view your work (Google Drive is fine)

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Thanks!