

Game Designer / Rapid Prototyper

We are looking for a creative, fast and flexible coder to help us design iterate rapid prototypes for a variety of gaming and media-based entertainment apps.

Objective-C / iOS experienced preferred. Working part-time per project and remotely is fine. If you re interested, please contact us at info@tomandandy.com

Our company, tomandandy, is a leader in developing deep, media-centric mobile entertainment applications. We have unique relationships to traditional media channels through our work as a best of breed music production company. We have collaborated with Oliver Stone, Roger Avary, David Byrne, Lou Reed, U2 to name a few as well as artists such as William Burroughs, Laurie Anderson, Jenny Holzer, Tom Sachs and The Starn Brothers. The company has produced music for projects in all corners of the world: from the World Cup in South Africa to U2's ZooTV World Tour, from Peter Gabriel's Real World Studios to the World's Fair in Barcelona. We have worked on top grossing Hollywood films such as Natural Born Killers, The Strangers and most recently Resident Evil: AfterLife one of the top grossing films worldwide in 2010.

During this time TOMANDANDY maintained the Open Source, "MusicKit" framework (developed originally at NeXT and CCRMA / Stanford University. TOMANDANDY also developed artificial intelligent content creation software resulting in US Patent 6,051,770. Global Business Network lauded TOMANDANDY business for creating a flat business organization that responded rapidly to cultural and technological change with innovation.

If you have any questions please do not hesitate to call me or email me at your convenience.

Thanks in advance,

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