

RLT

Rachelle Lewis Talent, Inc

Global VFX & Animation Staffing

Creative/Technical/Production/Executive

rachelelewis.com

Position: GAMEPLAY PROGRAMMER/VR
Contract: ASAP – FULL-TIME/PERMANENT
Contact: talent@rachelelewis.com

RLT is looking for a Gameplay Programmer/VR to join a cutting edge, high-end VR company in Los Angeles. This is a growing facility and great work environment with industry vets/professionals. VR projects are diverse and high-profile.

This Role starts ASAP and is a full-time, permanent position with excellent benefits and compensation.

Must be team-oriented, self-motivated, a real-time developer with experience in Unreal Engine 4 for ongoing work with multiple future and current projects in production, and/or long-term related R&D.

RESPONSIBILITIES:

- Work with fellow programmers, as well as the rest of the production team, as a lead programmer and manager.
- Use UE4's framework to create game systems and features in C++ and Blueprint, factoring external direction and team feedback into design decisions.
- Guide artists and Blueprint developers to create work that adheres to the design of game systems while maintaining good style and optimization standards.
- Dive into the UE4 source to make necessary architectural changes and understanding how that will affect future versions of the engine.
- Work with VR tools and concepts for the development of complex high-level stationary, room-scale and arena VR experiences, as well as the integration of related peripherals and prop motion-tracking.
- This is a general programmer role, so tasks will involve things ranging from, but not limited to: Simple and complex AI, UI, cinematics, optimization, engine functionality, particle effects integration, sound integration, and general gameplay mechanics.
- Work with emerging technologies to create new tools and systems for interactive real-time production.
- Produce clean, well-documented code.

REQUIREMENTS:

- Minimum 3 years of experience with Unreal Engine 4 or 4+ years of experience with Unreal Engine 3.

- 4+ years with C++, both within the confines of Unreal and in general.
- Experience launching at least one shipped title.
- Experience with development for Oculus Rift, HTC Vive, Gear VR, or other VR (and/or AR) tools and related hardware.
- Understanding of Computer Science fundamentals.
- Experience with Perforce version control, including streams and integration processes.
- Bachelor's degree or equivalent experience required.
- Must be able to work on site. No remote applicants.
- Must have very strong problem-solving and analytic skills.
- Working knowledge of the content creation tools and processes involved in real-time 3D asset production.
- Experience with one or more of the following: 3D asset creation, shader creation, rigging, procedural animation logic is a plus.
- Experience with Python and with pipeline scripting in Autodesk Maya or other DCC applications is a plus.
- Leadership experience is a plus.
- Work experience creating an RTS game is a plus.
- Networking experience is a plus.

To expedite the process, please submit resume to talent@rachelelewis.com.

If you fit the criteria needed for this position, we will email you with more information and schedule a call.

This work needs to be done in-house, so no remote opportunities.

AT THIS TIME THIS CLIENT DOES NOT HAVE THE CAPACITY TO HIRE ANYONE WHO DOES NOT ALREADY HAVE LEGAL RIGHT TO WORK IN THE US.

Thank you.