



**Position:** SENIOR SOFTWARE ENGINEER / UNREAL ENGINE  
**Location:** Southern California  
**Contract:** ASAP – Full-time/Permanent  
**Contact:** [dana@rachelelewis.com](mailto:dana@rachelelewis.com)

RLT is seeking a Senior Software Engineer/Unreal for a fast-growing/Pioneering AI start-up in Southern California. For the right candidate, this is a fantastic opportunity to start as a core team member, potentially becoming a career-defining position.

This is a full-time, permanent position starting ASAP. Excellent benefits (Medical, Flexible PTO, and more), perks, and Relo provided (case by case). Background security check is required. Generous Equity package (for the right person--only being given to a few, ground-floor team members), Medical benefits and Flexible PTO.

The Senior Software Engineer specializes in developing Unreal Engine pipelines and will work with the Data Team. A successful candidate has 4+ years' experience in a real-time graphics engine environment building core pipeline tools and can provide continuous technical solutions in a complex, data intensive environment. The candidate must thrive in a team environment, has experience building professional customer-facing experiences, is highly collaborative, has a passion for pushing the boundaries of computer graphics, building and maintaining a pipeline to handle petabytes of data transfer, excellent project management skills, strong communication skills and has the motivation to achieve results in a fast-paced environment.

This candidate is solution oriented, a tenacious problem solver and is obsessed with the continuous evolution and improvement of our core pipeline.

**Responsibilities:**

- Build and maintain the Unreal Engine pipeline
- Work with data and engineering teams
- Develop custom pipeline applications, APIs, and tools in C++
- Develop and optimize real-time and offline rendering pipeline solutions
- Execute quality improvement testing and activities
- Adhere to industry quality, certifications and safety standards including FDA, ISO, FCC
- Bug reporting, tracking, and resolutions
- Work closely with the development team to improve existing products
- Maintain standards for reliability and performance of production

- Identify gaps and drive improvements in processes, products and overall customer experiences
- Maintain a professional etiquette in high-stress situations

**Minimum Qualifications:**

- US Citizen or Dual-Citizen
- Master-level English language skills both written and verbal
- 4+ years in Games, VFX, or Enterprise with at least 2 major published titles (or equivalent industry experience)
- 4+ years in C++ programming and Blueprint with strong coding and debugging skills
- In-depth knowledge of video compression formats: H.264, H.265, MP4, etc.
- In-depth knowledge of modern real-time rendering pipeline and GPU programming (DirectX, OpenGL, CUDA)
- Experience building real world systems, including design, coding (C++) and evaluation (C++/Python)
- HTTP and streaming video protocols: RTSP, RTMP, RTP etc.
- Experience working independently with minimum supervision and leading multiple projects simultaneously involving various groups/locations/vendors/clients

**Preferred Qualifications:**

- BA/BS Degree or higher
- Passion for the technology industry

**To expedite this process, please submit your reel and/or portfolio and resume to [dana@rachelelewis.com](mailto:dana@rachelelewis.com)**

**If you fit the criteria needed for this position, we will email you to set up a phone call.**

**Please note 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 and is not able to sponsor immigration petitions for this role at this time.**

Thank you  
[rachelelewis.com](http://rachelelewis.com)