



**Position: UNREAL TECHNICAL ARTIST – VFX/Virtual Productions**

**Location: Los Angeles or Vancouver, Canada**

**Contract: Starts ASAP, Full-time/Permanent Position**

**Contact: [dana@rachelelewis.com](mailto:dana@rachelelewis.com)**

RLT is looking for a talented Unreal Technical Artist for one of our clients (a major award-winning VFX facility) currently working on VFX/Virtual Productions for Feature Films and TV Episodics. Starts ASAP and is a full-time, permanent position with full Benefits. Remote to start and then in-studio when it's safe to do so (TBD).

- The virtual production department provides cutting-edge services to clients and help them return film to its roots, being able to see what is being filmed as it happens, using Virtual Reality, Augmented reality and more.
- Virtual production is quickly becoming adopted by the industry due to its vast benefits of a more iterative workflow and ability to visualize things in a naturalistic way.
- As a Technical Artists for the Virtual Production team, you will be working closely with the team of specialists to help to support the film making process to become more dynamic and versatile where educated decisions can be made upfront, improving the overall creative experience.
- You will be using a variety of tools, software, and hardware to deliver creative solutions on set with the director and crew as they film.
- As well as being technically proficient, you will also need to be a good communicator, this role will require to run on-set collaborative demos with directors, VFX supervisors, and other VFX artists.

#### **MUST HAVE REQUIREMENTS:**

- Strong communication skills in client-facing situations, including but not limited to, email, database tracking, understanding, and interpreting creative notes
- Python scripting knowledge for Unreal
- At least 2 years working in industry with blueprints/Unreal Engine
- Strong knowledge of nDisplay set up
- Strong knowledge of 3D asset creation in Maya and motion builder with Unreal Engine, as well as character/camera animation and game pipelines

- Solid understanding of workflows inside UE4, including knowledge of lighting, particle systems, post-processes, material setup and optimization
- Must be efficient, reliable, self-motivated, and passionate about your work, requiring minimal supervision
- Strong problem-solving skills and ability to troubleshoot In-engine and with hardware e.g., VR headsets or trackers
- Calm under pressure and proficient at working to deadlines

#### **NICE TO HAVE SKILLS SETS:**

- C++
- Knowledge of virtual production pipelines for film or television
- Experience working with photogrammetric Modeling
- Knowledge of setting up and troubleshooting Virtual Reality headsets or similar hardware
- Familiarity working collaboratively on projects with other artists and programmers using a source control system, e.g., perforce or equivalent (git, SVN etc.)

If you're interested in talking about this opportunity, please email us and include your resume and portfolio/reel. If you fit the criteria, we will be in touch with the next steps which signing an NDA.

Thank you - <http://rachellevewis.com/>

**Contact: [dana@rachellevewis.com](mailto:dana@rachellevewis.com) with resume and portfolio/reel if interested.**

RLT is an employer-paid talent acquisition company; there is never a fee to candidates