



**Position: SENIOR TECHNICAL ARTIST / UNREAL ENGINE**

**Location: Southern California**

**Contract: ASAP – Full-time/Permanent**

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

RLT is seeking a Senior Technical Artist using Unreal Engine (Swiss army knife) for a client in Southern California to help develop their automated ML pipeline. This startup company is pioneering Autonomous Systems, Computer Vision and Synthetic Data to solve the hardest security, surveillance, public safety and loss prevention problems facing the world.

They're on a mission to build technology that benefits society and we are dedicated to building an awesome, diverse company culture at the forefront of Artificial Intelligence. Join us and build the future!

Gain deep insight into a rapidly growing industry and have the chance to work on cutting edge projects with endless capacity to grow.

Starts ASAP (immediately) and is a fulltime/permanent position. They offer flexible/hybrid work, flexible PTO, free parking, EV charging stations, on-demand gas service that comes directly to your parking spot, three onsite fitness centers, food trucks, an outside commons area with Wi-Fi, game area, BBQ and fire pit that is adjacent to 39 acres of rejuvenating open space! Great location with nearby Center with 250+ retail, shopping and dining options as well as access to hundreds of hiking and mountain biking trails connecting you to 57,000 acres of preserved land.

- A successful candidate has 4+ years' experience in a professional real-time graphics production environment working with motion capture/performance capture animation, building playable game worlds, 3D modeling and texturing, programming shaders, optimizing lighting, real-time rendering and post-processing rendering.
- The successful candidate has Master-level Unreal Engine skills using Blueprint and C++ and can provide continuous technical art 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 real-time computer graphics, photorealistic rendering, building and maintaining a simulation pipeline to handle petabyte-scale datasets, excellent project management skills, strong communication skills and has the motivation to achieve results in a fast-paced environment.
- The successful Senior Technical Artist is solution oriented, a tenacious problem solver and is obsessed with the continuous evolution and improvement of our core automated ML pipeline.
- This position is full-time, and a background security check is required.
- Generous Equity package, Medical benefits and Flexible PTO.

**Responsibilities:**

- Build and maintain game worlds and simulation data using Unreal Engine
- Implement Motion Capture, 3D assets, Lighting, Shaders, Textures into optimized scenes
- 3D modeling and texturing for non-character assets
- Expert with Blueprint and C++
- Optimize real-time and offline rendering pipeline solutions
- Execute quality improvement testing and activities
- 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
- Master-level English language skills both written and verbal
- 4+ years in AAA Games, VFX, or Enterprise with at least 2 major published titles (or equivalent industry experience)
- 4+ years in Blueprint and C++ programming with strong coding and debugging skills
- In-depth knowledge of Motion Capture formats, retargeting, blend shapes, etc.
- Knowledge of modern real-time rendering pipeline and GPU programming (DirectX, OpenGL, CUDA)
- Experience working independently with minimum supervision and leading multiple projects simultaneously involving various groups/locations/vendors/clients

**Preferred Qualifications:**

- BA/BS Degree or higher
- Motion capture/performance capture experience

**Perks:**

- Medical, Dental, Vision & Disability Insurance
- Unlimited PTO
- Relocation Allowance
- Really cool SWAG!
- Educational reimbursement
- HQ located in Orange County

**Benefits:**

- Dental insurance
- Flexible schedule
- Health insurance
- Paid time off
- Relocation assistance
- Tuition reimbursement
- Vision insurance

**Schedule:**

- 10-hour shift
- On call
- Weekend availability

**Supplemental Pay:**

- Bonus pay
- Signing bonus

**Ability to Commute/Relocate:**

- Southern California Reliably commute or willing to relocate with an employer-provided relocation package (Required)

**Work Remotely:**

- Temporarily due to COVID-19

If you fit the criteria, the next step would be setting up a phone call where we can give you full details after signing an NDA.

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

**Contact:** [maryanna@rachellelewis.com](mailto:maryanna@rachellelewis.com) with resume (and reel) if interested.

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