



**Position: SENIOR PIPELINE ENGINEER / UNREAL ENGINE**

**Location: Southern California**

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

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

RLT is seeking a Senior Pipeline Engineer using the Unreal Engine for a client in Southern California to help develop their automated Machine Learning Pipeline. This 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.

A successful candidate has 4+ years experience in a professional real-time graphics production environment working with motion capture/performance capture animation, building pipelines for playable game worlds (or similar), geospatial data ingestion, 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.

**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, Python 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 or Dual-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
- Experience with other 3D packages such as Houdini, Maya, etc.

If you're interested in talking about this opportunity, please email us and include your resume.

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

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

**Contact:** dana@rachellevewis.com with resume if interested.

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