



RACHELLE LEWIS TALENT
Animation - VFX - Virtual Production
rachelelewis.com

Position: DEVOPS ENGINEER

Location: REMOTE

Contract: CONTRACT

Contact: dana@rachelelewis.com

JOB SUMMARY

This engineer should be someone who understands the Unreal build pipeline and backend service deployment intimately. This position requires setting up heavy automation for the build process with tools such as Jenkins, TravisCI, or some other integration service. Experience with Perforce is important as this position will be acting as the administrator to make sure it works reliably for the team. The goal for this engineer is to make it so that when code is submitted by anyone on the team it is automatically verified, built, and tested. They also need to make it so that non-engineers can consume Unreal projects and work within them without needing to compile code. Whether this means setting something up like UnrealGameSync or alternative is up to the DevOps engineer.

RESPONSIBILITIES & QUALIFICATIONS

- Perforce, Perforce Triggers, Administration and Setup
- Unreal Engine Build Pipelines
- Arbitrary framework build pipelines
- Solving automation issues
- Assisting engineering team when systems fail

If you're interested in talking about this excellent opportunity, please send your resume to **[dana@\[\]rachelelewis.com](mailto:dana@[]rachelelewis.com)**.

If you fit the criteria, the next step would be setting up a phone or zoom where we can give you the full download after signing an NDA (requested by the client).

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

Contact: dana@rachelelewis.com with resume if interested.

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