



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

Position: GRAPHICS ENGINEER - SENIOR

Location: Los Angeles

Contract: STARTS ASAP

Contact: dana@rachelelewis.com

JOB SUMMARY

This Senior Graphics Engineer should have a firm understanding of materials, shaders, and the entire rendering pipeline. This engineer will be the frontline of implementing advanced color work and ensuring that Unreal conforms however it is needed to conform to. They should be able to write and modify Engine level shaders, familiar with writing compute shaders, and basically bend the rendering pipeline to their will. They will also be the lead on identifying but generally not resolving rendering performance issues, unless the performance issues are with the render chain itself. This role will be needed to truly understand how things like OCIO implementations work and ensure color consistency across the entire chain of processes. They will be tightly coupled with the technical artists in building.

RESPONSIBILITIES & QUALIFICATIONS

- Unreal Shader programming (.usf, material graphs, etc.)
- C++
- Working with technical artists to go from desired look to implementation
- Rendering optimizations

If you're interested in talking about this excellent opportunity, please send your resume and reel to **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 (and reel) if interested.

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