



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

**Position: SENIOR FRONTEND ENGINEER / UNREAL - Virtual Production**

**Location: LOS ANGELES**

**Contract: FT STAFF / STARTS ASAP**

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

### **JOB SUMMARY**

This engineer should have a firm understanding of how to implement UI in Unreal. This might also be referred to as an Unreal UI Engineer. Ideally they would also be able to help out with UI implementation across any other framework or system. They should have the ability to receive designs, concepts, and mockups, and turn them into functional and actionable mechanics and features. They will need to be able to learn and work within the process that the other UI designers use and be able to also get UI designers to conform to an implementation pipeline that makes sense for the project.

### **RESPONSIBILITIES & QUALIFICATIONS**

- Unreal UMG
- Unreal C++ (Unreal Slate)
- Blueprinting
- Good communication skills
- Iterating on multiple control schemes for the same mechanic
- Providing a nice and clean user experience
- Designing clean coupling of systems between data and UI

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](mailto:dana@rachelelewis.com) with resume (and reel) if interested.**

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