

POSITION: UE ENVIRONMENT ARTIST

LOCATION: Los Angeles, California

CONTRACT: FT Staff / ASAP

CONTACT: maryanna[[@](mailto:maryanna@rachelelewis.com)]rachelelewis.com

RLT is seeking an **Unreal Environment Artist** for an exciting client, a top-tier Virtual Production group in Los Angeles.

JOB SUMMARY:

This Artist is chiefly responsible for configuring and maintaining the stage layout and position within the UE scene provided by VAD. This role will also be responsible for the surface controller, ensuring that all surfaces virtual location mirror that of the physical production. The ideal candidate should have a firm understanding of all technical considerations surrounding deployment of nDisplay render clusters, including the various stage inputs that may be required, and hardware specifications for the machines that run the cluster.

RESPONSIBILITIES & QUALIFICATIONS:

- Deep understanding of Unreal Engine
- Deep understanding of nDisplay
- Virtual Production utilities in Unreal Engine
- Unreal Engine UMG and basic UI implementation
- Unreal Engine Blueprinting
- Plug-in development is a plus

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

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