



Position: UNREAL LIGHTING ARTIST

Location: LOS ANGELES

Contract: FULL-TIME STAFF / STARTS ASAP

Contact: maryanna@rachelelewis.com

JOB SUMMARY

The Unreal Lighting Artist will have experience lighting environments for photo-realistic visual effects using physically based rendering tools. Experience with real-time tools (game engines, esp. Unreal Engine) is preferred. Great candidates will have Generalist capabilities in Unreal Engine, demonstrate an ability to work fast, and balance the use of static and dynamic techniques keeping performance in mind at all times.

RESPONSIBILITIES & QUALIFICATIONS

- Compositing
- Camera Tracking
- General Unreal Engine knowledge
- Lighting Techniques within UE

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

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