



RACHELLE LEWIS TALENT

Animation - VFX - Virtual Production
rachelelewis.com

Position: UE TOOLS ENGINEER - SENIOR

Location: LOS ANGELES

Contract: STARTS ASAP

Contact: dana@rachelelewis.com

JOB SUMMARY

This engineer should have a firm understanding of how to build tooling for others within the context of, but not limited to, Unreal. This engineer will be working with the Operations and Data Platform teams to build tooling that allows both developers and end-user humans to datadrive or otherwise interface with all systems. This engineer might not be aware of domain specific knowledge of other fields, but should be able to learn other fields enough to build a wrapper and toolset around them.

RESPONSIBILITIES & QUALIFICATIONS

- Custom tooling
- Moderate C++
- Moderate scripting languages
- Unreal UMG and basic UI implementation
- Heavy Blueprinting
- Great communication skills
- Working with 'big picture' asks and identifying weaknesses that could benefit from either automation or custom tooling
- Solving arbitrary problems with arbitrary APIs, such as writing tooling for controlling display routers or LED processors with help of backend engineers

If you're interested in talking about this excellent opportunity, please send your resume 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