

POSITION: VP of Engineering

LOCATION: Los Angeles

CONTRACT: FT Staff / ASAP

CONTACT: dana[[@](mailto:dana@rachellevlewis.com)]rachellevlewis.com

JOB SUMMARY:

He or she will be the direct supervisor to our client's Development staff. They should have a good understanding of the Unreal Engine and overall framework of the company's platform. Will work closely with the CTO, and CEO to develop the company's Platform roadmap and product plan. They will then deliver the relevant sprint cycle and personnel plan to achieve the desired roadmap, and will report back to leadership with any relevant obstacles or timeline concerns. They should be able to weigh heavily in making decisions when it comes to what features and functionality should be built within Unreal or delegated to the backend or external code.

RESPONSIBILITIES / QUALIFICATIONS:

- Project & Personnel Management
- Linear
- Github & Gitlab
- Unreal Engine Proficient
- This position will act as the catch-all for implementation of technology across our client's platform specifically. The ideal candidate will need the attitude of "I can do everything if given the resources and time". Having clear communication is of paramount importance to this role.

If you're interested in talking about this excellent opportunity, please send your resume to **dana[[@](mailto:dana@rachellevlewis.com)]rachellevlewis.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://rachellevlewis.com/>

Contact: dana@rachellevlewis.com with resume if interested.

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