



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

Position: BACKEND ENGINEER SUPERVISOR

Location: LOS ANGELES

Contract: FT STAFF / STARTS ASAP

Contact: dana@rachelelewis.com

JOB SUMMARY

These engineers are responsible for handling the backend data pipeline of the platform. These engineers will need to be able to create Docker (or other orchestration) deployable services for the backend. The ideal candidate is fluent in most coding languages, with deep insight into data structures and the pros & cons behind UDP and TCP in how they relate to the Unreal Engine.

RESPONSIBILITIES & QUALIFICATIONS

- C++
- Unreal C++
- Golang
- Protocol Busers
- gRPC
- Docker
- CMake
- *There will be some reverse engineering behind our current stack, but it is up to the lead and engineering team to help give insight into the workflow and which direction to take.*

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 if interested.

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