



**Position: GAMEPLAY PROGRAMMER - UNREAL ENGINE**

**Location: REMOTE**

**Contract:**

**Contact: [dana@rachelelewis.com](mailto:dana@rachelelewis.com)**

### **JOB SUMMARY**

This engineer will be picking up slack from the generalists with a heavy focus on what would be seen as traditional Unreal Gameplay programming. This role will be filling out the gamified portions of the Previsualization Tool Kit. They'll need to know how to maneuver around the Unreal Engine as well as being able to take input from the senior engineering team. This role will be heavily involved in making sure that shipping/cooked builds 'play' well.

### **RESPONSIBILITIES & QUALIFICATIONS**

- Blueprinting
- Bonus: Good Unreal C++
- Ability to demonstrate implementation of varied 'run-time' mechanics in Unreal
- Solve arbitrary problems
- Knows how to ask for help and do research in the right places

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 (and reel) if interested.**

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