



Position: SENIOR PIPELINE DEVELOPER
Location: Portland, OR (Remote OK)
Contract: ASAP – Full-time/Permanent
Contact: dana@rachelelewis.com

Sick of working long days and weekends? Ready to return to a normal work lifestyle? We have the job for you!

RLT is looking for a Pipeline TD to work those elusive “normal hours”, no late nights or weekends! Our client’s philosophy and reason for being is “people first!”

This company celebrates taking risks and being on the cutting edge of technology and digital media. They build assets and sell “kits” to various clients, from high-end production companies to weekend tinkerers. They are currently working on an application that their users will use to browse and import their assets directly into their scenes. You will be a key member of the team with a large say in how the system is built, how they approach design and architecture tradeoffs, and the future of the products.

This position starts ASAP and is a full-time, permanent role with excellent benefits and competitive compensation. Remote in the U.S. with the option to work out of the company’s Portland, Oregon office. Remote internationally is OK (contract).

- Work on novel tools used to distribute the assets to customers.
- Helping the internal team of artists to develop tools that allow the app to talk to the various 3D software that customers use.
- Design elegant solutions to difficult problems.
- Work closely with the Senior Software Architect, Asset Supervisor, and the 3D team to create innovative tools and new ways for artists to build virtual worlds.
- Passion for creating artist-friendly tools and unlocking the potential of a wide range of 3D software.
- Have a deep understanding of 3D including vfx/game production workflows, render engines, and the creation process of modeling, texturing, and lighting.

Responsibilities of this position include:

- Work closely with the senior software architect and Product teams to continuously and iteratively develop large components of the proprietary pipeline tools, plugins for end-user 3D software, and tooling infrastructure to support our client’s product offerings and services.
- Design new pipeline and tooling features, gather requirements and document the design.
- Delight internal customers by solving problems and developing new product capabilities using C++, C#, and Python.

- Maintain a high and rising bar for other developers on the team through architecture and design review, estimation, code reviews, pair programming, education, and other novel practices.
- Participate in daily standups, drive your features to done, and collaboratively work in a team environment.
- Learn new technologies to keep your skills current.
- Grow and scale your abilities as the company grows.

Requirements of this position include:

- 5+ years of experience in systems engineering using C++, C#, and Python.
- Strong success in delivering easy-to-use tools with scalability, reliability, and maintainability in mind.
- Proven experience with owning or driving tool development projects and libraries.
- Software pattern-based design principles (gang of four) and related concepts, such as dependency injection, separation of responsibilities, and clean coding.
- Knowledge of 3DS Max, Maya, or Blender 3D software and their file formats.
- Demonstrable ability to envision and design new features.
- Bachelor's degree in computer science or comparable experience.

Preferred Skills and Experience:

- Extensive and robust experience in backend web application development: expert code development, service-oriented architecture, queueing theory, caching, CICD, security, data architecture, and how to take minimum, viable products to a final system, taking into consideration the balance between technical debt and competing business priorities.
- Experience with the JUCE Library framework.
- Previous experience with AWS and cloud-centric design patterns.
- Familiarity with modern frameworks, such as web assembly and C#/.NET, and the hunger to keep up to date.

If you're interested in talking about this opportunity, please email us and include your resume.

If you fit the criteria, the next step would be setting up a phone call where we can give you the full download after signing an NDA.

Thank you - <http://rachellevewis.com/>

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

RLT is an employer-paid talent acquisition company; there is never a fee to candidates