



Position: DevOps / Pipeline Engineer

Location: Remote

Contract: FT Contract

Contact: [lauren\[@\]rachelelewis.com](mailto:lauren[@]rachelelewis.com)

JOB SUMMARY

Our client is seeking an engineer that can implement solutions to keep a complex flow of digital assets moving smoothly through the production pipe. This engineer would be responsible for working closely with artists and developers to provide custom tools and automated solutions wherever needed in an evolving environment.

RESPONSIBILITIES

- Build and maintain tools for an evolving production pipeline
- Work with a team of artists and developers to create and implement pipeline improvements.
- Administer production services such as Perforce, Gitlab, EC2 instances etc.
- Develop and maintain containers for pipeline services
- Assisting engineering and development teams when systems fail

REQUIREMENTS

- Scripting languages, Python, Java, JavaScript,
- 3+ years of professional experience in film or game production.
- Understanding of gaming or VFX production pipelines.
- Familiarity with working on Linux and Windows OSs.
- Experience with source control systems, git, svn, mercurial etc.
- Good problem solving and communication skills.

BONUSES

- Unreal Engine blueprints or coding plugins
- Experience with Perforce (P4)
- Familiarity with DCC tools such as Blender, Maya, Cinema4D
- Experience with working with cloud services. AWS, Azure, Google Cloud.

If you're interested in talking about this excellent opportunity, please send your resume (and reel) to **lauren[[@](mailto:lauren@rachelelewis.com)]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: [lauren\[\[@\]\(mailto:lauren@rachelelewis.com\)\]rachelelewis.com](mailto:lauren@rachelelewis.com) with resume (and reel) if interested.

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