



**RACHELLE LEWIS TALENT**

Animation - VFX - Virtual Production  
rachelelewis.com

**Position: PRINCIPAL SOFTWARE ENGINEER**

**Location: LOS ANGELES**

**Contract: STARTS ASAP**

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

RLT is seeking a **Principal Software Engineer** for our client, a top-tier forward-thinking creative multimedia studio that works in the fields of high-profile events, virtual production, live events, immersive experiences, and art installations. This is a seriously badass group, boasting Oscar-winning members in senior management and rock stars from the UE Engineering space. Fantastic opportunity to grow and Lead/Manage a Team, don't miss this one.

### **JOB SUMMARY**

Our client is looking for an imaginative engineer who can architect and engineer solutions for an evolving in house virtual production tool.

### **RESPONSIBILITIES & QUALIFICATIONS**

- Design and engineer innovative solutions based around a micro-server architecture.
- Architect and provide guidance on building end-to-end systems optimized for speed and reliability.
- Architect a full stack to create, edit and track project-based data.
- Oversee implementation of container, cloud and cluster technologies.
- Recommend and integrate 3rd party software tools, libraries and services.
- Work closely with UI/UX engineers to build informative and stable interfaces.
- Manage technical documentation for tools created and procedures implemented.
- Assisting on-set technical teams with debugging issues related to the in-house product.

### **MUST HAVE QUALIFICATIONS**

- Programming and scripting languages C++ / C#, Python / goLang / rust / Ruby / Java / JavaScript.
- Experience with full stack development MERN / PERN / OPENSTACK etc
- Understanding of gaming or Film and TV 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

## **BONUS**

- Unreal Engine coding or experience with blueprints
- Familiarity with real time software such as Redis.

If you're interested in talking about this excellent opportunity, please send your resume to **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 with resume (and reel) if interested.**

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