



RACHELLE LEWIS TALENT

Animation - VFX - Virtual Production
rachelelewis.com

POSITION: Site Reliability Engineer

LOCATION: Los Angeles / Palo Alto, CA

CONTRACT: FT Staff / Permanent Position

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RLT is seeking a **Site Reliability Engineer** for a newly established feature animation studio that is already making a name for itself in a big way. Comprised of the industry's top talent, this Academy-Award-winning team is eager for passionate candidates ready to grow creatively, professionally, and personally. Are you bored with the antiquated assembly-line approach of legacy studios? Our client is waiting for you. This opportunity is one of those "moments" that will be remembered in animation history. If this sounds like something you're up for - we'd love to hear from you.

JOB SUMMARY

The Site Reliability Engineer (SRE) will help support and deploy next-generation, cloud-based content production pipeline for high-end animation. Our client is developing a work-from-anywhere approach that will depend on a rock solid systems foundation that integrates the latest cloud technology with our high-power on-premise hardware. The SRE will work with our technical and creative leads to help engineer a multi-regional platform for remote and in-person collaboration. Come and help lay the groundwork for what will become the future of the animation industry.

RESPONSIBILITIES

- Work in a cross-functional team to architect and engineer the most optimal cloud-native and on-prem CI/CD solutions for the studio.
- Define workflows and processes to meet Infrastructure-as-Code (IaC) objectives.
- Actively facilitate continuous improvement.
- Engineer and manage Windows software lifecycle management IaC pipeline.
- Architect and manage cloud and on-prem solutions supporting the studio asset-management pipeline.
- Proactively monitor and troubleshoot site reliability issues.
- Operate the cloud platform, provide service owner support, and participate in incident escalations.

- Stay current with industry trends, making recommendations as needed to help the organization innovate and excel.

REQUIREMENTS

- Experience with Infrastructure-as-Code tools like Terraform and Cloud Formation.
- Experience with building VM Images using tools like Packer.
- Experience with Config Management tools like Chef, Ansible etc.
- Strong software engineering skills, preferably working in multiple programming languages (Go, Python, Javascript).
- Proficiency in cloud-native technologies and architectures (Docker, Kubernetes).
- Proficiency in revision control and DevOps best practices (Git).
- Expert Linux and Windows experience.
- Demonstrable scripting experience with a variety of scripting languages for automating tasks, generating reports, and creating tools (e.g. Bash, Python, PowerShell).
- Bachelor's Degree in Computer Science or Engineering or equivalent experience.
- Skilled at working in tandem with a team of engineers, or alone as required.
- Excellent communication and organizational skills, and the ability to stay focused on completing tasks and meeting goals within a busy workspace.

BONUS

- Experience operating Perforce.
- Experience with Unreal Engine.
- Experience operating high capacity GPU farms.
- Media and Entertainment experience
- Passion for real-time rendering and animation
- Experience working with a globally distributed team

If you are 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: katharine[@]rachellevewis.com with resume if interested.

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