



Position: UE DEVELOPMENT ENGINEER

Location: LOS ANGELES

Contract: STARTS ASAP

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

RLT is seeking a **UE Development 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

Design, develop, and maintain innovative software solutions based on latest virtual production technologies required to shoot real-time photorealistic scenes. You will be working with a team of proprietary software engineers to integrate virtual production hardware and production data into Unreal Engine.

RESPONSIBILITIES & QUALIFICATIONS

- Custom UE (4.x / 5.x) + UE plugin coding experience.
- Moderate scripting languages, Python, goLang, Java, JavaScript
- Unreal UI Implementations
- Unreal Blueprinting
- Experience with source control systems, i.e. Perforce.
- Great communication skills
- Working with artists and engineers to identify problems and provide innovative solutions.
- Experience with working in a professional gaming or film/tv production environment.
- Familiarity with Unreal In Camera FX, Virtual Production, Motion capture highly encouraged.

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

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