



Position: UNREAL ARTIST

Location: Los Angeles/SoCal – 100% Remote

Contract: STARTS ASAP, PT 2-3 months

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

RLT, Inc, is a recognized global leader in animation and VFX talent acquisition. With over 25 years of experience originating from our work at top-tier Hollywood studios, our clients hire our firm to assist in their talent acquisition needs, and we deliver.

We are seeking an **Unreal Artist** 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 rock stars from the Virtual Production, Live Events, and UE Engineering space.

- **Starts ASAP (latest mid-July 2022) and is a Part-time, contract position**
- Duration: 2-3 months with the possibility of renewal or extending contract
- Prefer candidates already in Los Angeles/Southern California (west coast) but will consider other US locations
- 100% Remote

SUMMARY

Our client is seeking an Unreal Artist to create environmental designs and content for experiential activations at high-end, Modern/Contemporary Art festivals.

MUST HAVES

- Mid-Level Artist Skills with 2-4 years of experience
- MUST be a worldbuilder and storyteller in UE
- Have used UE for Industry production (Film/TV/Archviz/Events) for 2-4 years.
- Advanced in one (or more) of the standard 3D software's: 3dsMax, Maya, C4D, Blender
- Advanced in Environment creation, lighting, and shading
- Advanced in using Quixel products and other Kitbash platforms
- Skilled in Niagara, post process, Blueprint
- Skilled/Familiar with Substance Painter/Zbrush/MotionBuilder/Marvelous Designer
- Familiar with general VFX pipeline

- Familiar with Perforce (or other source control) and have used UE collaboratively, have a sense of pipeline setup for teamwork in UE
- MUST be problem solver and able to work under pressure
- Self-motivated and able to own part of the project
- Strong interest in using UE for a diverse suit of media: music/event/experiential/previz/films

If you're interested in talking about this excellent opportunity, please send your resume to **maryanna[@]rachellevLewis.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://rachellevLewis.com/>

Contact: maryanna[@]rachellevLewis.com with resume (and reel) if interested.

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