

Rendering Engineer Unreal

Description

Join our team as a Rendering Engineer specializing in supporting Unreal Engine development, where you'll play a critical role in architecting rendering systems and optimizing performance to bring our game worlds to life. As a key liaison between the art and engineering departments, you'll collaborate closely with artists to translate their creative vision into efficient rendering solutions. If you're passionate about pushing the boundaries of real-time graphics and thrive in a fast-paced, innovative environment, we want to hear from you. Responsibilities Architect rendering systems within Unreal Engine to achieve optimal visual fidelity and performance. Collaborate with the art department to provide guidance on implementing visual effects and realizing artistic vision efficiently. Develop and utilize tools for performance measurement and optimization, ensuring smooth gameplay experiences across various platforms. Design and implement art workflows and tooling to streamline content creation processes. Stay updated on the latest graphics innovations and explore ways to integrate them into our projects. Qualifications Professional experience working with Unreal Engine, with a strong understanding of its rendering pipeline and tools. Proficiency in C++ and shaders, with the ability to develop and optimize rendering algorithms. Solid grasp of 3D mathematics Proven initiative to push the boundaries of real-time rendering and a passion for building outstanding visual experiences. Familiarity with modern real-time rendering techniques and tools, such as physically based rendering (PBR) and global illumination. Bonus points for experience with Unreal Engine's latest features, including Lumen and Nanite. #LI-RemotePlease mention the word ****GORGEOUSLY**** and tag RMTE1LjlzOS45MS41OQ== when applying to show you read the job post completely (#RMTE1LjlzOS45MS41OQ==). This is a beta feature to avoid spam applicants. Companies can search these words to find applicants that read this and see they're human.

Contacts

Job listing via RemoteOK.com

Hiring organization

Mob Entertainment

Job Location

St. Louis, Missouri, United States

Base Salary

\$ 80000 - \$ 130000

Date posted

April 25, 2024

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