



HERE BE DRAGONS

Lead Developers [Mid-Senior Level]

Here Be Dragons - fka Vrse.works - is a virtual creative agency, a specialized and focused Virtual Reality production studio that supports the world's leading creative innovators in spherical filmmaking. The Here Be Dragons collective utilizes custom built tools and technology to craft and curate original immersive experiences.

Here Be Dragons is looking for Lead Developers for its VR, AR and interactive projects.

Duties and Responsibilities

- Develop pipeline, tools, and workflows utilizing game engine for VR, AR and other interactive platforms
- Help build out teams for real time productions at Here Be Dragons.
- Work closely with the R&D and CG teams to integrate game engine tools into existing VFX pipelines
- Collaborate with in house live-action & VFX teams to solve for unique issues around building successful real-time effects for custom platforms, e.g. stereo VR, experiential spaces, etc.
- Work closely with artists and production to help scope and bid upcoming projects
- Provide technical supervision and support on multiple projects to hit deadlines
- Work with the CG Lead and Creative Director to design interactive experiences using Unreal
- Design, manage and maintain the pipeline from the artists through to deployment
- Create interaction and functionality using Unreal's Blueprints system
- Design complex materials in Unreal and instruct artists on best practices for material creation
- Optimize content through profiling and enhancing performance with the help of diagnostic tools and instructing the artists on modeling and texturing best practices
- Collaborate with programmers to develop and test new features, prototype shader code, and provide useful feedback during R&D phases

Important Requirements

- High level experience with Unreal Engine and/or Unity3D with proven lead role on 2 or more projects. Experience with VR/AR authoring in Unreal is a plus
- Solid software engineering skills; ability to write maintainable and robust code
- Scripting skills with Python, C#, Javascript and C++
- Computer Science, Computer Graphics based degree or commensurate years of professional experience
- Able to self-direct and comfortable with rapid prototyping and iteration
- Experience working in interdisciplinary teams
- Ability to collaborate and communicate under tight deadlines

Please email a cover letter and resume to post@dragons.org.