

# Unreal Engine Developer

<b>Remuneration:</b>	to be discussed
<b>Location:</b>	Cape Town, Durbanville
<b>Education level:</b>	Matric
<b>Job level:</b>	Senior
<b>Own transport required:</b>	Yes
<b>Travel requirement:</b>	International
<b>Type:</b>	6 Months
<b>Company:</b>	<a href="#">Spaceform</a>

SpaceForm is a real-time 3D platform to tell stories about design and architecture. A multiuser design collaboration platform and virtual sales suite for the built environment that directly connects architects and property developers with clients and investors using spatial technology.

SpaceForm has some of the most exciting architecture studios as investors and partners and are looking to expand the platform through growing our Unreal Engine team. This means continuing development of the front-end app so designers will be able to go from 3D CAD files to real-time, multi-user environments in as short a time as possible.

We are also developing a prototype service that uses AI to extend and enhance how users interact with their designs on the platform, this role will include helping to deliver the prototype in Unreal Engine 5. It's a unique opportunity to work on the SpaceForm platform that delivers high profile projects for clients across the globe. The ideal candidate will be focused on all technical aspects of production from creative support to delivery. A thorough understanding of real time development and asset optimisation is required together with a problem solving approach and an eagerness to learn.

With a focus on real-time applications and/or game development, the candidate ideally will have architectural visualisation experience together with a strong background in 3D.

## Main responsibilities

- Working on project tasks and taking ownership of projects where necessary.
- Technical implementation of bespoke solutions.
- Maintenance of our existing systems.
- Technical implementation and solutions of bespoke applications for experiential projects with ongoing maintenance where necessary.
- Coordinations with external and internal teams.
- Keeping up with latest digital and real-time standards to support our digital offering and end user experience.
- Maintaining and improving our current workflow to support current and future development.
- Knowledge sharing and applying that knowledge to projects. Collaborating with designers, producers, content developers, and other developers to deliver a successful project.
- Support maintenance of our production tools (Perforce, AWS, Gamelift etc).

## Required

- Demonstrable experience (3+ Years) with Unreal
- Previous experience of leading complex projects and coordinating between teams

- Expert knowledge of Unreal
- Blueprints
- C++
- Some understanding of the 3D optimisation process
- Able to adapt and master new technical environments
- Analytic approach to problem solving
- Able to manage their own time
- One or more DCC : 3ds max || Maya || Blender || Rhino || etc...
- Experience with integrating APIs
- Eye for detail

#### Desirable

- Gaming UX principles
- Knowledge of Code versioning (Perforce / Plastic / GitHub etc..)
- Experience with with procedural content generation in Unreal
- Houdini
- Python
- Experience in working with USD
- Omniverse
- Virtual Reality experience in Unreal
- Jenkins
- Advanced C++ knowledge

Posted on 01 Apr 18:44, Closing date 31 May

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Ben  
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