

Wanted

Backend Engineer



Designed for game masters and players, **Untitled Quest** is a storytelling framework that simplifies world-building, streamlines story creation, and enhances immersive gameplay for pen-and-paper RPGs.

We seek a backend engineer to craft the systems behind the stories and shape the invisible infrastructure of imagination.

Experience With

- Python and a backend framework (Django or similar)
- Database systems (RDBMS, MySQL, PostgreSQL)
- RESTful API design and implementation
- Cloud infrastructure/ IaaS (preferably AWS)
- Git / version control
- Automated software testing
- Coding best practices

What You Will Do

- Design and implement the backend architecture of the platform
- Build robust APIs to support frontend and AI integrations
- Work with the CTO and CPO to implement product features
- Ensure performance, security, and scalability
- Shape the tech stack and long-term infrastructure

REWARDS

- Equity – No salary yet, but you'll own part of the world we're building.
- Creative Impact – Shape the architecture, tools and player experience
- Career Path – Opportunity to grow into Lead Backend Engineer
- Tight-Knit Team – Collaborate with a driven crew of storytellers
- Learning Opportunities – Learn fast by shaping real game systems

INTERESTED

If you're called to craft what has never been built – send over your GitHub, portfolio, or even a half-finished spellbook of a side project.

We care more about passion than polish!