

Wanted

Frontend 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 frontend engineer who will shape the visible realms of the [Project_Name] and design the surfaces where stories unfold.

Experience With

- JavaScript (ES6+) and/or TypeScript
- HTML and CSS
- React, Vue.js, or similar frameworks
- RESTful API integration
- Automated frontend testing
- Git / version control
- Coding best practices
- Designing and implementing responsive UI components

What You Will Do

- Work closely with the CPO to implement features
- Collaborate with the backend team to ensure seamless integration and pick the right frameworks, libraries and tools for the job
- Develop and optimize our responsive web application
- Optimize performance and ensure best practices

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 Frontend 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!