HAYSTACK PEOPLE

3D unity frontend developer

ScaleUp | Vast | 85k

COMPANY PROFILE

Formify builds a browser-based 3D configurator that allows users to fully design complex spaces. Kitchens, laundry rooms, garages. All in real time, fully parametric and customizable.

Our product is used by both consumers and businesses. Individuals use it to design their ideal spaces. Companies use it to streamline everything from sales to production.

What makes us different:

- We build everything ourselves. No off the shelf engines. No templates
- We combine mathematical precision with user friendly design
- Our configurator is fast, scalable and deeply parametric
- Everything runs in the browser but feels like native software
- We work directly with decision makers and move fast on the commercial side

We have outgrown our first version. Now we need someone to help us build what comes next.

ROLE DESCRIPTION

You will own the frontend 3D architecture.You translate the founder’s vision, but even more your own ideas into technical execution. You make decisions, set direction and write the code yourself. Even more important: you will be talking directly to investors and stakeholders. You know how to communicate at that level and translate strategic goals into technical direction.

You will work with a team of engineers who are strong executors. You bring structure, depth and technical leadership.

Your work includes:

- Designing and maintaining our rendering setup in Next.js and Three.js
- Writing custom shaders based on math and physics
- Building complex parametric configurators from scratch
- Creating internal libraries and systems that others will build on top of
- Integrating third party tools and APIs
- Talking to both engineers and nontechnical stakeholders including investors
- Becoming fully productive within two months

REQUIREMENTS

- At least seven years of experience in frontend or 3D development
- At least three years in a technical lead or principal role
- Deep expertise with Three.js and WebGL
- You write shaders from first principles, not from copied examples
- You understand parametric systems and spatial data structures
- You write clean and scalable TypeScript code

- You hold a bachelor’s or master’s degree in Computer Science, Graphics or Mathematics
- You explain your decisions clearly and know how to guide others
- You can switch between technical depth and business context with ease

Bonus points for:

- Experience with Unity or Unreal
- Familiarity with WebGPU, OpenJL, or GLSL
- Experience with cloud infrastructure like Amazon Web Services, Docker, or Kubernetes
- Understanding of continuous integration and continuous delivery processes

CONDITIONS

- A twelve month contract as an independent contributor, with strong potential for extension
- A fully remote team
- Highly skilled developers and minimal overhead
- A technically deep 3D platform in a niche market
- No micromanagement. Just trust and ownership
- Competitive compensation at a principal level
- You must be located within two hours of Central European Time, either ahead or behind

Ready to build something far beyond basic visualization?

Send an email to l.verweij@haystackpeople.nl or call Lars at +31 6 2029 3364.

Formify is exclusively partnering with Haystack People for this role. They will support you throughout the process and handle the initial screening, focusing on both your relevant experience and the soft skills that match the company's needs.

Contact & solliciteren

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