

Contractor Job Description

Fullstack Contractor — Embed3D

We're hiring one great contract developer. Here's what that actually means.

Embed3D is a 3D model embedding platform for Learning Management Systems (LMS). Instructional designers use us to turn static training content into interactive 3D experiences. We're a small team, just 11 people total, 3 full-time engineers, and we ship real things to real customers on a regular basis. We're looking for a fullstack contractor who wants to build, not babysit tickets.

The work

Our stack: TypeScript monorepo. React, Three.js/React Three Fiber, Vite, Tailwind on the frontend. Node.js/Express on the backend. PostgreSQL, S3, Cloudflare Pages, Clerk auth.

You'll work across the whole thing. Some weeks it's a new viewer feature in Three.js. Other weeks it's wiring up SCORM integration, fixing an API endpoint, or improving how we handle assessment tracking for unauthenticated learners.

We don't hand you a perfectly scoped spec and ask you to color inside the lines. We hand you a problem, sometimes sharp, sometimes fuzzy and trust you to figure out a good first move. But you're not alone, and you have the Engineering team, PM and Designer behind you.

Who this is for

You work with AI as a first-class tool. Claude is part of how you work. You've built a routine around it as a genuine multiplier. We want to learn from how you use it. If you've got a workflow worth modeling, even better.

You're close to the customer. Not in a "quarterly roadmap review" way. In a "I want to hear what confused them so I can fix it by Thursday" way. Short cycles. Fast feedback. Ship to prod.

You default to action. When something's ambiguous, you pick the best option you can see and move. You don't wait for someone to resolve every open question before you start. You use healthy defaults. You make good design decisions.

You've worked with small teams. You've shipped things where you were the only person who touched the code. You've also worked alongside others without stepping on their toes. Both

matter here.

You bring things to the group. You experiment. You prototype. You try something on a branch and say, "hey, I had an idea — take a look." That spark — the one where you're genuinely curious and a little restless, we want that.

You're comfortable enough with infrastructure to not get stuck. You don't need to architect a VPC from scratch, but when a deploy breaks or a Cloudflare config is off, you can dig in and troubleshoot without waiting for someone else.

Who this is not for

If you need every requirement locked down before you open your editor, this isn't the right fit. If you prefer to wait until you're told what to do next, same. We're not looking for someone to execute a punch list. We're looking for someone who thinks alongside us.

We also don't need someone who moves fast and breaks things without noticing. Safe and quick aren't opposites here. We expect both.

How we work

- Small team, low ceremony. We talk when we need to and leave each other alone when we don't.
 - Work gets shipped in short cycles. We don't do month-long branches.
 - Accountability is real but it's not surveillance. We trust you to manage your time and flag problems early.
 - Join customer calls, hear feedback real time, and adjust accordingly.
 - We're a distributed team with intentional overlap. You should be available during our core working hours and able to join team syncs and customer calls live.
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Interested?

If this sounds like how you already work—we should talk.

Tell us about a recent project where you had real ownership. What did you build, how did you decide what to build, and what happened when you shipped it? How was Claude involved?

Please send your resume to: work@enduvo.com