React developer (renewable short-term contract)

Metabolize seeks a full-stack JavaScript/TypeScript/React developer to create internal web applications for use by a small R&D team at a corporate client.

We will deliver one or two tiny applications, either as alpha releases or bundled into standalone desktop applications. These may involve modifications to existing code. Because of the code-sharing requirements, the required code quality is medium-high.

The applications will include features like these:

- Visualizer for a 3D object with specific features
- UI for adjusting the parameters of a computation, sending the result to a server, and updating the 3D scene with the new result
- Bundling a web application as a standalone native Mac or Windows application

The project runs approximately March through May. There is a possibility of transitioning this contract into rolling, long-term work with Metabolize and this client.

Are you part of a community underrepresented in tech? Metabolize welcomes you. You're *especially* encouraged to apply. 🏋️‍♀️ ✊🏽 🤸🏼‍♀️ 🌈 💪🏽

What we expect from you

- 2+ years software-development experience (or equivalent education)
- 1+ years experience with React
- 1+ years experience with TypeScript or other strongly typed languages preferred
- Experience with CSS in JS a plus
- Experience with WebSockets and Python back-ends a plus
- Ability to think in 3D: to reason about axes, vectors, and planes in 3D space
  - Experience with Three.js strongly preferred
- Ability to write clear and explicit code with good documentation
- Experience designing small software systems: splitting up application code into useful components and functions
- Comfortable working with existing codebases and refactoring appropriately
- Experience with the command line, version control, and debugging
- Fun to work with: good written communication skills, collaborative spirit, learns quickly, responds well to feedback (sense of humor preferred)
- Legally authorized to work in the United States (preferably with own business entity or LLC)
- Available 30–40 hr/wk, 3/15–6/15

What to expect from Metabolize

- Support and respect as a software engineer and a human
- Passion: for developers, the craft, the users, and the customer
- Nuanced software-engineering judgement in support of that passion
- Compensation at project rate or hourly rate DOE

How to apply

https://docs.google.com/forms/d/e/1FAIpQLSe2AVrxkU9RJ9sUWugiiRLjbKuwskgZV0VpaSY3ckouK-3_7g/viewform

Application requires a Google Account. No agencies, please!

About Metabolize

Metabolize is a boutique software-development company, providing application development, scientific software development, software-development consulting, and open-source development. Areas of specialty include developer tools, API design, UI/UX, and AI.

The consulting moniker of Paul Melnikow (@paulmelnikow on GitHub & Twitter), Metabolize owes its wide range to the breadth of Paul's experience. He was principal engineer and product manager at CV/AI startup Body Labs (acquired by Amazon) and has worked in manufacturing, apparel, financial services, and community development. Paul maintains Nock, the HTTP mocking framework for Node.js, and leads Shields.io, the popular community-driven status-badge service for open-source projects, among various small components and libraries.

Most of Metabolize's projects involve JavaScript, TypeScript, or Python, however technology choices are made to support individual projects. Recent projects have included NumPy, React, Three.js, Swift, and Objective-C.