



Freelance Rust Graphics Developer for Real-Time Visualization Tools

We are looking for a freelance software developer with experience in interactive, real-time graphical applications to help maintain, improve, and extend DungeonFog's existing visualization and editor tools.

Key Facts

Employment Type:	Freelance
Compensation:	\$80 to \$100 per hour, based on experience
Workload:	Part-time freelance role, typically 20 to 40 hours per month depending on workload and agreed priorities
Seniority Level:	Mid-Level, with senior candidates welcome.
Location:	Remote. DungeonFog is based in Austria
Working Style:	Flexible working hours with regular virtual check-ins and reasonable overlap with Central European and US time zones.
Languages:	Strong English communication skills are required. German is a plus, but not mandatory.
Start Date:	June 2026

About DungeonFog

DungeonFog is a digital tabletop mapping platform that helps game masters create, plan, and share immersive battle maps for their tabletop roleplaying games. Our goal is to become a central hub for map makers and world builders around the world by combining powerful creative tools with a deep love for the TTRPG hobby.

We are a small, passionate team building tools for a creative international community. Our work sits at the intersection of technology, storytelling, and play, and we care deeply about making products that are both useful and enjoyable for the people who use them.



Your Role

This role is ideal for someone who enjoys hands-on work in established graphical systems, solving practical rendering and workflow problems, and improving tools used in a live product over time.

The role is focused primarily on maintaining and improving existing tools, fixing bugs, improving performance, and refining workflows. Most of the work will center on reliability, usability, and technical improvements to current systems. A smaller part of the role will involve contributing to new tools, prototypes, and technical concepts where they support the product roadmap.

You will help maintain and improve the core visualization systems behind DungeonFog's editor ecosystem while supporting the continued evolution of our tools.

Tech Stack

You will work on interactive graphical systems and help us improve them pragmatically, balancing performance, maintainability, usability, and clean technical execution.

Rust, real-time graphics development, Vulkan, WebGPU, wgpu-rs, interactive rendering, visualization tools, WebAssembly, Javascript, Ember

Your Responsibilities

- Maintain and improve existing graphical tools and visualization-related systems
- Debug, troubleshoot, and resolve issues in the rendering and tooling codebase
- Improve performance, reliability, and day-to-day workflows in existing systems
- Collaborate with artists and the team on practical visualization and tooling solutions
- Contribute to the continued development of rendering frameworks and interaction systems
- Build or support prototypes and technical concepts where needed, in line with product priorities



- Help evaluate, test, and refine technical approaches for usability, maintainability, and performance
- Collaborate closely with the team on planning, implementation, and technical direction

What We Are Looking For

Must Have

- Practical experience with 2D or 3D graphics development
- Professional experience developing software in Rust
- Experience with Vulkan, WebGPU, or related graphics technologies
- Ability to work independently in an established codebase
- Willingness to learn and work with new tools and technologies
- Strong written and verbal communication skills in English
- Experience collaborating effectively through online tools
- Experience using Git and collaborative development workflows

Nice to Have

- Experience developing for WebAssembly
- Experience drawing vector graphics on the GPU
- Experience with asynchronous programming or progressive rendering
- Background in linear algebra, rendering math, or color theory
- Experience working in Scrum or similar agile workflows
- Experience shipping commercial software products
- Familiarity with tabletop roleplaying games, worldbuilding, or game mastering
- German language skills



What We Offer

- The opportunity to build a long-term collaboration with our team
- Flexible part-time workload based on agreed priorities and project needs
- Remote-first collaboration with flexible working hours
- Direct communication and fast coordination in a small team
- Real ownership over technical solutions and implementation decisions
- Work on a live platform with an active and passionate user community
- The opportunity to contribute to tools built for the TTRPG space

Why Join DungeonFog

At DungeonFog, you will work on tools that support creativity, storytelling, and play. You will help shape a platform that empowers game masters and creators to build memorable experiences for their players.

If you enjoy practical development work, collaborative problem solving, and the idea of contributing to products made for a hobby people truly love, we would love to hear from you.

Equal Opportunity

DungeonFog is an equal opportunity employer. We value diversity and welcome applications from people of all backgrounds. We do not discriminate based on race, religion, gender, sexual orientation, disability, or age.

Get in Touch

Please send your application to jobs@dungeonfog.com and include your **CV**, a short **cover letter or introduction**, and relevant links to **past projects, GitHub, or references** if available.