

Christian Stamati

Software Engineer | Italy

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Summary

I build web products and real-time 3D, from data-heavy interfaces to product configurators that run in the browser, focused on speed, clarity and making complicated tools easy to use.

Experience

Software Engineer

Clover Next | Jul 2026 - Present

- Build web applications for a cloud healthcare platform used by clinicians and patients.
- Help build the new platform on a modern stack designed to work well with AI tools.
- Improve the team's developer experience.

Software Engineer

WE WEAR | Apr 2021 - Jun 2026

- Built a no-code 3D platform so anyone could put together an interactive 3D experience without waiting on an engineer.
- Shipped the virtual try-on widget as Web Components.
- Moved the main app onto TanStack Query and Zustand when client-side API load started hurting.
- Argued for dropping Unity in favour of a web-native Next.js frontend, so customers could reach the product from a URL.
- Led the Modesto Bertotto build, which opened a new revenue line.

Research Collaborator

NABA | Feb 2021 - May 2021

- Built an experimental virtual production stage on LED walls.
- Wired Unreal Engine to physical MIDI controllers.
- Found the real cause of the latency that first made it unusable, so directors could relight a scene from the desk mid-shoot.

Software Engineering Intern

WE WEAR | Nov 2020 - Apr 2021

- Worked on body measurement in Unity.
- Wrote the logic that turned raw measurements into 3D blend shapes.

Projects

3D Configurator

WE WEAR | 2026 | TanStack Start, Three.js

A no-code platform for building and publishing interactive 3D experiences without an engineer.

Case study: chri.dev/en/projects/3d-configurator

Size Flow

WE WEAR | 2024 | Web Components, Lit, Three.js, Google Tag Manager

A size-suggestion widget that installs on any product page, whatever the store runs on.

Case study: chri.dev/en/projects/size-flow

HRX

2024 | Unreal Engine, WebSockets, Payload CMS

A made-to-order race suit configurator. Sponsors, flags and lettering, priced as you place them.

Case study: chri.dev/en/projects/hrx

Skills

Frontend: React and Next.js, TypeScript end to end, Tailwind CSS and shadcn/ui, Design systems and component libraries, Motion and interaction detail, Accessibility and keyboard support

Product engineering: Data-heavy interfaces, Client state and data fetching at scale, Performance and Core Web Vitals, Clinical and regulated workflows

Backend and data: Node.js APIs, Schema design and migrations, Auth and access control, Convex, MongoDB and Drizzle, Headless CMS integration

Real-time 3D: Three.js and React Three Fiber, WebGPU and TSL shaders, 3D product configurators, Unreal Engine streamed to the browser, glTF pipelines and asset budgets, Embeddable Web Components

Technologies

Frontend: TypeScript, React, Next.js, TanStack Start, Tailwind CSS, shadcn/ui

Creative tech: Three.js, React Three Fiber, WebGPU, TSL Shaders, Unreal Engine 5, Unity

Backend & data: Node.js, Convex, MongoDB, Drizzle ORM, Payload CMS, Better Auth

Design & 3D: Blender, Figma

Education

Bachelor's Degree in Creative Technologies

NABA | 2019 - 2023

Computer science and interactive media.

Diploma in Graphic Design

ISSM | 2014 - 2017

Languages

Italian (native), English (professional), Romanian (conversational)