

Maximiliano Dalla Porta

Location: Taquara, Rio Grande do Sul - Brazil

Senior Software Engineer with over 18 years in JavaScript, TypeScript, NodeJS, and React, specializing in frontend and full-stack development. Experienced in agile teams, leadership, and delivering strong solutions across industries. Skilled in modern frameworks, testing, and cloud tech, with a commitment to continuous learning and technical excellence.

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Work Experience - (last 4, the full list is [here](#))

Stack.io Remote — Senior Software Engineer

DEC 2024 - JUN 2025 Tasked with building a cloud platform from the ground up, I developed a full-stack Next.js application using React, TypeScript, and WebSockets. I designed and implemented an API layer to integrate with multiple backend services including Epinio, Prometheus, and Lagos. Real-time terminal interactions were enabled through persistent WebSocket connections. Additionally, I engineered services to analyze project codebases, extracting structure, dependency trees, environment variables, and start commands - leveraging AI to enhance automation and insights. This role demanded deep technical ownership and close coordination with platform services to deliver a seamless developer experience.

JetBridge Remote — Senior Software Engineer

FEB 2023 - NOV 2024

Faced with the challenge of building scalable web applications, I utilized React, Next.js, Python, and TypeScript to deliver efficient and maintainable solutions. By integrating Docker, Docker Compose, and Dev Container, I streamlined local development workflows, improving development efficiency by 30%. To ensure high-quality deliverables, I implemented Testing Library and Playwright, achieving 80% test coverage. This experience underscored the value of leveraging modern tools to enhance both efficiency and reliability in web application development.

ChainEngine Remote — Senior Software Engineer

MAY 2022 - JAN 2023

I developed tools to streamline blockchain integration for game developers, enhancing efficiency and functionality. I created a JavaScript SDK using TypeScript and Rollup.js, reducing integration time by 80% and enabling seamless crypto wallet functionality for web games. For Unity games, I built a C# SDK that improved developer onboarding times by 80%, facilitating in-game NFT integration and player authentication.

Additionally, I developed a console for managing NFTs and project assets, improving marketplace onboarding speed by 25%. Using NestJS, Redis, and Socket.io, I implemented a REST API and messaging system to enable secure player authentication and blockchain transactions, optimizing asset management and integration workflows.

JetBridge Remote — Senior Software Engineer

JAN 2021 - MAY 2022

I created and integrated key features to enhance platform efficiency, scalability, and user experience. I built video telemedicine capabilities using the Twilio SDK, reducing call wait times by 35%, and created a REST API with Express.js, Prisma, and PostgreSQL to streamline integration with external booking systems. I also optimized design-to-production workflows by developing CAD add-ins for real-time pricing and manufacturability analysis, increasing orders by 45%. Additionally, I contributed to a system migration from monolithic architecture to microservices, designing GraphQL APIs and micro frontends to improve performance and scalability while maintaining 70% test coverage.

Education

Software Engineering and Agile (MBA), IGTI

July 2016 - February 2019

MBA focused on Software Engineering using Agile methods.

Computer Science (Bachelor's), University of Pelotas

March 2009 - July 2015

Degree paper on wireless sensor networks using swarm intelligence, AI.

Languages

Portuguese - Native

English - Fluent

Projects - (last 4, the full list is [here](#))

Kernel **CAD Software for Engineering Biology**

Role: Senior Software Engineer

Company: Asimov

Duration: Feb 2023 - Nov 2024

Tasked with advancing Kernel, a CAD platform for engineering biology, I designed and implemented critical functionalities using TypeScript, Next.js and React that improved usability and boosted user engagement by 20%. Using Relay and GraphQL, I optimized data workflows, reducing retrieval times by 30%. To ensure reliability, I conducted unit and integration testing with Jest and Playwright, achieving 80% test coverage.

Tech Stack: Next.js, React, TypeScript, Python, PandaCSS, Testing Library and Playwright.

Frontend SDK ([repository](#))

Role: Senior Software Engineer Tech Lead

Company: ChainEngine

Duration: Sep 2022 - Oct 2022

Assigned to enhance the integration of ChainEngine features into applications, I developed a JavaScript SDK that streamlined the process, reducing integration time with blockchain for game developers by 80%. Leveraging Web3.js, I enabled seamless crypto wallet integration, allowing players to log into web games and securely sign transactions, further enhancing functionality and developer productivity.

Tech Stack: TypeScript, Rollup.js.

Unity SDK ([repository](#))

Role: Senior Software Engineer Tech Lead

Company: ChainEngine

Duration: Jul 2022 - Sep 2022

Tasked with simplifying in-game NFT integration and player authentication, I developed a Unity SDK that improved developer onboarding times by 80%. This SDK enabled seamless integration with crypto wallets, allowing players to log into Unity games and securely sign transactions, streamlining blockchain functionality for game developers.

Tech Stack: C#, Unity.

ChainEngine Console console.chainengine.xyz

Role: Senior Software Engineer Tech Lead

Company: ChainEngine

Duration: May 2022 - Jul 2022

Assigned to optimize asset management workflows, I developed a console for managing NFTs and project assets, resulting in a 25% improvement in marketplace onboarding speed. To power integrations between customer games and their chosen blockchain, I implemented a REST API using NestJS. Additionally, I created a messaging system with NestJS, Redis, and Socket.io to facilitate seamless communication between the API and the game. This system provided robust functionality for player authentication, transaction signing, and blockchain interactions.

Tech Stack: TypeScript, NodeJS, NestJS, Redis, MongoDB, Socket.io, JWT, React, Jest.