

Maximiliano Dalla Porta

Location: Taquara, Rio Grande do Sul - Brazil

Senior Software Engineer with over 19 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.

[LinkedIn](#) | [GitHub](#) | gigamax13@gmail.com | +55 51 99692-6803

Work Experience

Stack.ioRemote — Senior Software Engineer

DEC 2024 - JUL 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 Lajos. 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.

JetBridgeRemote — Senior Software Engineer

JAN 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.

ChainEngineRemote — 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.

JetBridgeRemote — 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.

DBC CompanyPorto Alegre, Brazil — Senior Software Engineer Tech Lead

FEB 2019 - DEC 2020

As the sole developer in different projects, I designed and delivered multiple high-impact applications, leveraging React Native, Redux, NodeJS, Firebase, and Jest to enhance user and business workflows. I developed a mobile app for iOS and Android that boosted user data gathering by 200%, achieved over 100,000 downloads, and streamlined app deployments on GCP. I also created a punch clock system integrated with an internal social platform, eliminating HR time record update requests entirely. Additionally, I built a web-based SAC system with telephony integration, reducing client complaints about system performance and availability by 25%.

DBServerPorto Alegre, Brazil — Senior Software Engineer Tech Lead

MAY 2018 - FEB 2019

At this role, I led and contributed to the development of high-performance financial and administrative web systems using React, Redux, Jest, AngularJS, Power BI, Jasmine, Mocha, and Chai. I directed a team of four engineers to create a mobile-responsive application for viewing and paying traffic tickets, reducing processing times by 40% and achieving 85% user satisfaction. I also spearheaded the development of a financial reconciliation system with analytical dashboards, increasing reporting efficiency by 50% and supporting over 1,000 concurrent business. Additionally, I developed a financial anticipation platform with a focus on UI/UX, reducing transaction times by 30% and improving user retention by 20%.

4all TecnologiaPorto Alegre, Brazil — Software Engineering Specialist

JAN 2017 - MAY 2018

I leveraged Node.js, Redis, MySQL, Redshift, MongoDB, S3, Elasticsearch, React, React Native, and Expo to deliver impactful solutions. As a tech lead, I designed and implemented a Level 3 RESTful API, created a data lake architecture enabling advanced analytics with 60% faster data retrieval, and integrated serverless applications with Lambda into web and mobile interfaces. Coordinating a team of 20+ engineers, I delivered a CRM solution for marketing and data enrichment, reducing operational costs by 20%. Additionally, I independently built push notification services from the ground up, providing a scalable system that seamlessly engaged hundreds of thousands of users.

YounnerPorto Alegre, Brazil — Senior Software Engineer

FEB 2017 - DEC 2017

Designed and implemented a Level 2 RESTful API and a Node.js-based web scraper for efficient data collection and analysis. Built hybrid and cross-platform applications using Ionic 3, React, React Native, and Angular 4, delivering responsive designs and optimized performance. Deployed and managed infrastructure on Heroku, ensuring scalability and high system availability.

Object EdgePorto Alegre, Brazil — Software Development Engineer

JAN 2015 - FEB 2017

Developed custom Oracle Commerce Cloud widgets using Knockout.js and Bootstrap, enhancing eCommerce platform functionality. Created internal automation tools with Node.js and conducted developer training on front-end and widget development, streamlining onboarding and improving platform efficiency.

Mariachi Estratégias DigitaisPelotas, Brazil — Software Development Engineer

FEB 2013 - DEC 2014

Created with developing full-stack applications, I created back-end systems using PHP and front-end solutions with jQuery, Bootstrap, and AngularJS. I built hybrid applications using PhoneGap and contributed to game development with Unity 3D, delivering cross-platform, responsive user interfaces and dynamic features.

CaputBrasília, Brazil — Junior Software Development Engineer

MAY 2011 - FEB 2013

Developed back-end systems using PHP and front-end interactive features with jQuery and Bootstrap, delivering dynamic and accessible web solutions. Ensured client projects met requirements and enhanced user experiences through tailored, responsive designs.

Self-EmployedPorto Alegre, Brazil — Freelance Web Developer

JAN 2007 - APR 2011

Built custom back-end solutions using PHP and crafted responsive front-end designs with JQuery and Bootstrap. Delivered comprehensive web applications for diverse clients, focusing on accessibility, functionality, and user-friendly designs.

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

Sidepro - Cloud Platform [Sidepro](#)

Role: Software Engineer

Company: Stack.io

Duration: Dec 2024 - Jun 2025

I created both the user interface (frontend) and the APIs (backend) for a cloud-native development platform focused on improving developer workflows and application visibility. The project included building a fully interactive terminal interface using WebSockets, enabling real-time interactions with cloud-based applications. I also developed AI-powered modules to inspect source code and extract project structure, dependencies, environment variables, and startup behavior, providing developers with immediate insights.

Tech Stack: Next.js, React, TypeScript, WebSockets, AI APIs, Prometheus, Epinio, Lagos.

Kernel [CAD Software for Engineering Biology](#)

Role: Senior Software Engineer

Company: Asimov

Duration: Jan 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 - Jan 2023

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.

CityHealth **Telemedicine Platform**

Role: Senior Software Engineer

Company: CityHealth

Duration: Sep 2021 - May 2022

Faced with the need to enhance telemedicine services, I built and integrated video telemedicine capabilities using the Twilio SDK, reducing average video call wait times by 35%. To ensure seamless system connectivity, I developed a REST API using Express.js, Prisma, and PostgreSQL, integrating the telemedicine and booking systems with DrChrono's API. This streamlined workflow significantly improved platform efficiency.

Tech Stack: TypeScript, React, NodeJS, Express.js, Prisma, PostgreSQL, DrChrono, Jest.

Xometry **CAD Add-ins**

Role: Senior Software Engineer

Company: Xometry

Duration: Jun 2021 - Sep 2021

Assigned to optimize design-to-production workflows, I developed CAD add-ins enabling real-time pricing and manufacturability analysis. This innovation reduced friction between builders and manufacturers, leading to a 45% increase in orders by simplifying the quoting and part-ordering processes.

Tech Stack: TypeScript, React, various CAD SDKs, Jest.

Monolith Migration to Microservices

Role: Senior Software Engineer

Company: Xometry

Duration: Jan 2021 - Jun 2021

Tasked with modernizing the architecture, I played a key role in migrating from a monolithic architecture to microservices, designing and implementing GraphQL APIs, which reduced system complexity and decreased deployment downtime by 400%. Additionally, I developed micro frontends to enhance scalability and boost performance for key features such as quoting, cart, and checkout, maintaining 70% test coverage to ensure reliability.

Tech Stack: TypeScript, NodeJS, GraphQL, React, Jest.

Rissul Supermarket App **Android iOS**

Role: Senior Software Engineer Tech Lead

Company: DBC Company

Duration: Dec 2019 - Dec 2020

Solely developed a mobile application for iOS and Android, enhancing user registration processes and boosting user data gathering by 200%. The app increased customer engagement through CRM-integrated push notifications and lead capture strategies, achieving over 100,000 downloads. I optimized cloud continuous deployments on Google Cloud Platform (GCP) and implemented code push strategies to streamline app versioning.

Tech Stack: React Native, Redux, Styled Components, NodeJS, Redis, Jest.

ECOS Employee Communication Platform **Android iOS**

Role: Senior Software Engineer Tech Lead

Company: DBC Company

Duration: Aug 2019 - Dec 2019

Independently developed ECOS, a punch clock system that eliminated HR requests for time record updates, reducing such requests by 100%. The platform also served as an internal social network, leveraging Google Cloud's Firebase services for seamless architecture and performance.

Tech Stack: React Native, Redux, NodeJS, Firebase, Jest.

SAC Web System

Role: Senior Software Engineer Tech Lead **Company:** DBC Company

Duration: Feb 2019 - Jul 2019

Built a web-based SAC system integrating telephony services to improve customer support operations. This system reduced client complaints about performance and availability by 25%, significantly enhancing reliability and user satisfaction.

Tech Stack: React, Redux, NodeJS, Jest.

DETRAN RS - Digital Traffic Ticket System

Role: Senior Software Engineer Tech Lead

Company: DBServer

Duration: Dec 2018 - Feb 2019

Led a team of 4 engineers to build a mobile-responsive, performance-optimized web app for viewing and paying traffic tickets. Led a team of four engineers to develop a mobile-responsive web application for viewing and paying traffic tickets. Using React, Redux, and Jest, the system optimized performance, reducing ticket processing times by 40% and achieving a 85% user satisfaction rate.

Tech Stack: React, Redux, Jest.

Financial Conciliator System

Role: Senior Software Engineer Tech Lead

Company: DBServer

Duration: Aug 2018 - Dec 2018

Built and led a team to develop a financial reconciliation system with analytical dashboards, using AngularJS, Power BI, Jasmine, Mocha, and Chai. The platform increased reporting efficiency by 50% and provided actionable insights for user engagement, supporting over 1,000 concurrent business without performance degradation.

Tech Stack: AngularJS, Power BI, Jasmine, Mocha, Chai.

Financial Forwarder System

Role: Senior Software Engineer Tech Lead

Company: DBServer

Duration: May 2018 - Aug 2018

Developed a web-based financial anticipation system with a focus on intuitive UI/UX and high performance. Leveraging AngularJS, Jasmine, Mocha, and Chai, the system reduced transaction times by 30%.

Tech Stack: AngularJS, Jasmine, Mocha, Chai.

Iris CRM Data-Driven Marketing Solution

Role: Senior Software Engineer Tech Lead

Company: 4all

Duration: Dec 2017 - May 2018

As a tech lead, I designed and implemented a Level 3 RESTful API with Node.js and Redis caching, improving performance. I led the creation of a data lake architecture using MySQL, Redshift, MongoDB, S3, and Elasticsearch, enabling advanced analytics and reducing data retrieval times by 60%. Managing AWS infrastructure and serverless applications with Lambda, I integrated solutions into React and React Native interfaces, enhancing user experiences. Coordinating a team of 20+ engineers, I delivered a CRM solution for marketing and data enrichment, achieving a 20% reduction in operational costs for the users.

Tech Stack: AWS (S3, Lambda, SES, SQS), Redshift, Elasticsearch, MongoDB, MySQL, React, Redux, NodeJS, NestJS, Jest.

Grêmio FBPA App Android iOS

Role: Senior Software Engineer Tech Lead

Company: 4all **Duration:** Dec 2017 Feb 2018

Independently developed push notification services for Grêmio FBPA's app, including web interfaces and API integrations using **NodeJS** and **Redis**. Leveraging **React**, **React Native**, and **Expo**, I created a reliable, scalable system to deliver notifications, enabling seamless communication and engaging hundreds of thousands of users with a solution built from the ground up.

Tech Stack: NodeJS, Redis, React, React Native, Expo, Redux, Jest.

Additional Experience - Various Companies

Role: Senior Developer

Duration: Jan 2007 - Dec 2017

In this period, I contributed to numerous software projects across diverse industries, gaining extensive experience in full-stack development, API design, and building scalable frontend and backend systems. Unfortunately, I do not have detailed data on these projects, as they predate my practice of systematically tracking project details. However, the knowledge and skills acquired

during this time have been foundational to my later work.

Technical Skills

- JavaScript - 19 years
- HTML - 19 years
- CSS - 19 years
- SASS / LESS - 16 years
- TypeScript - 14 years
- NodeJS - 12 years
- Python - 9 years
- Ruby - 9 years
- React Native - 9 years
- React - 9 years
- Jest - 9 years
- Angular - 6 years
- Redux - 6 years
- AWS - 6 years
- C# - 5 years
- Vue - 3 years
- LangChain - 3 years
- Prompt Engineering - 3 years
- CrewAI - 2 years
- AI SDK - 1 year

Soft Skills

- Attention to detail
- Responsibility
- Organization
- Teamwork
- Leadership
- Objectivity
- Autonomy
- Integrity