

## **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.

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

#### **Stack.io Remote — 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 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.

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## **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

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

### **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:** 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.