

Max Stevens

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SKILLS

Language - Javascript, Typescript, Python, Solidity

Infrastructure - Linux, VSCode, Google Cloud, Firebase, AWS, Docker, Kubernetes, Netlify, GoDaddy, Digital Ocean, Nginx

Database - MongoDB, MySQL, RethinkDB, BigTable, Redis, Memtable

Backend - Express, SocketIO, Websockets, GraphQL, Flask, Django

Frontend - React, Redux, Next.js, Angular7+, Apollo, Styled Components, Less, Babel, Webpack

Crypto - Web3, Solidity, Ethereum, Binance

EDUCATION

Certified as Art & Design, Hosei University 2013 - 2016

Bachelor Degree of Computer Science, University of North Carolina at Chapel Hill 2009 - 2013

WORK EXPERIENCE

PORTION - Sr. Full-stack Engineer, Remote 04/2021 - 05/2022
Responsibilities:

- Led a team of four people to develop a non-fungible token marketplace(<https://portion.io/>) with React.
- Interacted with Palm chain with Ether.js.
- Managed a team to develop and modify a smart contract with Solidity.
- Developed a decentralized application with Node.js and Palm blockchain.
- Interacted with a smart contract and the frontend using Web3.js.

WEBDEVUUM - Sr. Full-stack Engineer, Remote 09/2019 - 05/2021
Responsibilities:

- Worked on the front-end with Angular, developed REST APIs in the back end with Express to develop complex B2B and B2C CRM software.
- Implemented a business-specific Excel spreadsheet report-generating tool service for the client with Angular and server sides with Express,

including tracking any state change to the data.

- Established an invoice generation process to purchase products and developed monthly billing spreadsheet reports for purchased items
- Migrated the Angular older version to a newer one, starting from Angular 5 and migrating to Angular 8.
- Contributed to developing a framework with Angular and a modular architecture type.
- Contributed to the R&D for new feature development, which included comparing solutions, suggesting, and choosing the right development approach by brainstorming with the team.

01/2018 – 08/2019

EASTSOURCE – Frontend Engineer, Remote
Responsibilities:

- Created a React app from scratch to develop a Web3 project.
- Implemented complex and highly interactive user interfaces.
- Provided support for multiple browsers and mobile devices.
- Provided localization support for the German, French, Italian, and English languages.
- Provided MetaMask wallet connection and tracked events from MetaMask.
- Provided feedback to the UX team to design screens in Figma.

11/2016 – 12/2017

FIXER – Frontend Engineer, Minato. Japan
Responsibilities:

- Developed several internal and external web interfaces.
- Successfully communicated with distributed teams in different time zones and countries.
- Developed a React app without Redux or any other state manager libraries.
- Optimized system performance for faster communication between different clients.
- Improved the development process, enabling advanced use of existing tools and implementation of new ones.

7/2016 – 10/2016

FIXER – Internship, Minato. Japan

Responsibilities:

- Developed several internal web interfaces.

CONTRACT WORK

SCRIBBLETOGETHER.COM (NDA) – Full-stack developer, Remote

Responsibilities:

- Developed admin dashboard for Scribble Together
- Developed drawboard tools with WebGL – Eraser, Fill, Laser and Lasso
- Optimized the project (React & Flask) for faster sharing through zoom call
- Developed download functionality of the drawboard

CONTINGENT.AI (NDA) – Full-stack developer, Remote

Responsibilities:

- Created the project with Angular7+ and Node.js
- Developed the user interface just with the design concept and MaterialUI
- Designed and developed a responsive and intelligent hierarchy diagram
- Manage the software architecture with Firebase
- Lead the frontend development

FLUIDMEMORY – Full-stack developer, Remote

Responsibilities:

- Created a chrome extension with Javascript to collect and tag information
- Created a google addon to collect and tag information
- Created a Miro plugin app to read data from google sheet and analyze it
- Manage the whole project from the design to the release

GLASSHOUSE MEDIA INTERNAL SCHEDULER – Frontend developer, Remote

Responsibilities:

- Created a scheduler app with Javascript/HTML/CSS
- Design the UI from based on color concept
- Integrate the UI with the backend (pure PHP)