














Hi there I'm Max

I'm an addicted software developer (since 2002), startup'er (since 2007), and traveler (since I had my first job)

- 🕸 I'm currently working on <https://github.com/CommE2E/comm>
-  Write for "Frontend Weekly" and "The Startup" on [Medium](#).
-  My packages at [NPM](#).
-  Few of my libraries at [PlatformIO](#).
- 🤖 I'm looking to collaborate on cool projects about cloud, IoT, Web3, or crypto spheres.
- ⚡ **Fun fact:** I've started my way from Delphi 😊 in 2001 year at school by creating a small BPM system. (Bet you don't know what the language is). Then I made a websites when PHP was at version 3 🍺

Made with this hands

- **VDS64** Hosting Platform Administration for virtual containers OpenVZ (UI JQuery + Bootstrap, Never version uses Vue, API REST, Backend PHP and HHVM + Python + Bash scripts, DB MySQL).
 - 🧑 Act as a full-stack developer and CTO later.
 - 🟢 Running
- **SimpleHM** Server management GUI for Centos VPS's (UI React + Bootstrap, API REST, Backend C++11 + Bash scripts).
 - 🧑 Act as a CTO/Lead.
 - 🟢 Running
- **ServerPanel.io** Server management GUI and app marketplace for Bare-metal and vps's (UI React, Backend Golang, API GraphQL, DB PostgreSQL + InfluxDB).
 - 🧑 Act as a CTO/Co-founder/Backend Team Lead.
 - ✖ Stopped after 1.5 years of work due to lack of resources.
- **BOP** Business Operation Platform. This is an ERP/CRM system based on Redmine wich was partly rewrited by our team, multiple plugins created to meet certain business automation tasks. Also MobileApp created using ReactNative. Python and nodeJS microservices for notifications, analytics, telegram and mobile APP integration.
 - 🧑 Act as a CTO/Co-founder.
 - 🟢 Running
 - **Slavena.pro** BOP based platform for large printing and package producer.
- **Slavena.app** Android mobile app for workers to automate business processes and integrate with Slavena.pro BOP platform (React Native/Expo, API REST).
 - 🧑 Act as a CTO/Lead.

-  Running
- **Nashdom.app** Mobile App for control smart home apartments gates and doors, send and pay invoices (React Native/Expo, API GraphQL, Backend NodeJS, Database MongoDB, MQ RabbitMQ).
 -  Act as a CTO/Co-founder.
 -  Running
- **Plastify.tech** Small batch plastic cases/parts casting for IoT and smart devices. BOP platform as an ERP/CRM.
 -  Act as a CTO/Founder.
 -  Running
- **Bitty (Working name)** Cryptocurrency and 2FA wallet based on total air-gapped principle (Hardware ESP32 MCU + hardware key storage by microchip, GUI Vue, API REST, Firmware C++ PlatformIO with MicroPython SDK for developers, Cloud: Backend NodeJS, DB PostgreSQL).
 -  Act as a CTO/Lead/Co-founder.
 -  Paused on hardware part assembling due to lack of resources
- **Relly.me** Smart home system for apartment blocks, hotels and office buildings with software (Mobile App), Backend, and Hardware parts.
 -  Act as a CTO/Lead/Co-founder.
 -  Under active development, already partly running.
 - At the moment there are three hardware items in production:
 - Small one port wifi relay module based on esp8266 (Firmware: C++/PlatformIO + VueJS for webgui).
 - 8 port smart relay module with encryption and display based on esp32 (Firmware: C++/PlatformIO + VueJS for webgui).
 - Smart wifi doorbell based on esp32 with camera module (Firmware: C++/PlatformIO).
 - User Mobile IOS and Android App (ReactNative/Expo, API GraphQL).
 - Backend based on NodeJS service with Cloudflare workers and KV storage. Database MongoDB for user data using Realm.io and TimeScaleDB for logging and analytics. MQ RabbitMQ.
- **Comm.app** Web3 Discord and own key servers.
 -  Act as a Core team full-stack engineer.
 -  Under active development, already beta running.
 - User Mobile IOS and Android App (JS ReactNative, C++ JSI modules for crypto and etc.).
 - Backend based on the NodeJS, MySQL Database (for now).

I'm currently (and mostly) working with:

- JS / TypeScript / Flow,
- React / ReactNative / Expo / NodeJS,

- **Go,**
- **C++ 11/17/20,**
- **Rust,**
- MCU programming (platformIO, C / C++),
- and a bunch of other things include Chinese 🤖

I have experience in / Ask me about:

- **Product Architect and Design.**
- **Languages:** Vanilla JavaScript, TypeScript, Flow, Python, C, C++/11/17/20, Rust, Ruby, Go, Dart, Perl, Bash Script, PHP (Worked a lot in the past but not using since 7.1 version).
- **Frameworks:**
 - **Web: JS:** Angular (version 1 and stopped using, moved to React), React, Vue, GatsbyJS. **Ruby:** Ruby On Rails. **Python:** Django.
 - **Mobile: JS:** ReactNative, Expo. **Dart:** Flutter (experimenting).
 - **Backend: JS:** NodeJS, ExpressJS, MeteorJS, Realm.io (MongoDB Stitch). **C/C++:** Boost, Folly, Vcpkg, PlatformIO, Arduino.
 - **Embedded and IOT:** PlatformIO ([Check my libraries](#)), Arduino, C++ Boost.
- **UI/UX:**
 - **Modeling:** Figma, Sketch.
 - **UI Frameworks:** Bootstrap, Material Design.
 - **UI Animation: JS:** Reanimated2/3, Skia (experimenting).
 - **2D/UI Animation:** Simple Icons and UI animations using After Effects, Haiku Animator, Lottie.
- **Testing and CI:** Jenkins, Jest, Dredd (For API REST testing).
- **Cloud:** Cloudflare KV storage, Cloudflare Workers, Google cloud containers, AWS Lambda, AWS S3, AWS DynamoDB, AWS ECS, Supabase.
- **APIs:** REST, GraphQL (Apollo), Binary (bson, protobuf), gRPC.
- **Databases and MQs:** MySQL, PostgreSQL (inc. TimescaleDB), MongoDB, DynamoDB, InfluxDB, Casandra, RabbitMQ/Kafka, Redis.
- **Linux Centos, Debian, Ubuntu, Nix:** Bash, ssh, vim, httpd, nginx, iptables, Asterisk (VoIP) and etc which I can't remember (I am working a bunch of years at hosting service 🤖 and its automation).
- **2D:** Vector and bitmap using Adobe Illustrator, Affinity Designer, Gimp, Photoshop.
- **3D modeling:** Product modeling using Blender and FreeCAD.
- **Electric circuit and PCB:** PCB modeling using EasyEDA.

Team Management:

I prefer managing a small team of developers (up to 10) or managing 2nd layer Team Leads of brunches to achieve the best results. Minimum meetings and more results. Monday and Thursday meetings are the best suited for development in my practice.

I don't like:

- Svelte (terrible experience in production, [read my experience](#)),
- Java (old dinosaur),
- C# (mhe...),
- People that don't love what they do.

How to reach me:

- geekmaks@gmail.com,
- [Twitter](#),
- [Telegram](#),
- [LinkedIn](#).

Educations:

- mmii. National Law University of Ukraine - Master Degree **Lawyer** (Intellectual property),
- mmvi. Kharkiv National University of Radio Electronics (Ukraine) - Master Degree **Software Engineer**
- Treehouse PHP, Python and JS courses,
- A lot of C++ books,
- More than 10+ years of self education,

Work timeline

- 2002 - 2006: Kharkiv Information System: WebDeveloper, made a big bunch of websites using PHP+MySQL+Jquery as full-stack developer. I've made a small framework called [ngMySQL](#) to bind Angular and MySQL for the admin web-ui's.
- 2006 - 2009: Webspace.com.ua: WebDeveloper + Linux Administrator (Part-time).
- 2007 - 2009: Arbitrage court of Kharkiv District (Ukraine). Judge assitant. Intellectual property, Business litigations.
- 2010 - 2019: VDS64.com: CTO, Acting as a full-stack developer too. Administration system development and maintenance. Cloud control software development and hardware integration. Own cloud expansion to three countries (Ukraine, Germany, Russia). Team management (all remote): Two frontends Junior Developers, One backend Junior Developer, One server hardware engineer, support team: Four Linux system administrators 24x7 operation.

- 2015 - 2017: ServerPanel.io: Team Lead, One of investors, Acting as a full-stack developer too. Team management: One frontend Middle Developer (Angular, React)(Office), One frontend junior Developer (React)(Office), One backend middle developer (Golang, DevOps)(Remote), One backend junior developer (Golang)(Office).
- 2017 - 2019: NashDom.app: Team Lead, One of investors, Acting as a full-stack developer too. Team management: One frontend Junior Developer (ReactNative)(Office), One backend middle developer(NodeJS)(office), One Graphic/UI/Motion Designer(Remote), One hardware engineer (MCUs, C++, Go).
- 2020 - 2021: Relly.me: CTO, Acting as a full-stack developer part-time. Team management: One frontend Junior Developer (ReactNative, NodeJS)(Office), One backend middle developer(NodeJS)(office), One hardware engineer (MCUs, C++, PlatformIO), One plastic case assembly and packaging, One 3D parts designer (Hardware, Circuits), One Graphic/Motion Designer(remote).
- 2021 - ...: Comm.app: Core team full-stack engineer (JS, C++, Rust, Infrastructure).

Work principles and methods:

You need to know your team's work and how things and specific technology work! That's why in most cases when I've been Founding Engineer I'm acting as a full-stack developer too (part-time only, management is a first priority). Smaller, more motivated, and smarter team - my focus on the projects.

I prefer to choose between the Agile and Waterfall method depending on the project and its development stage using Jira, Redmine, Github Projects, and Issues.

Hobby:

- While I'm not coding or assembling something new all in wires, I like 🚴 cycling, 🏄 surfing (thanks to Bali) and 🏂 snowboarding (very rare if to be honest, I prefer the sun). I like travel and this is my biggest investment now. You need to know the world from different angels to make something new for the people.
- Sometime in the past I was dreaming to become a pilot and spent a lot of hours behind the B737 simulator, so I can land the plane 😊
- ➡ **My visited countries list:** USA, UAE, Qatar, Korea, China, Egypt, Turkey, Greece, Cyprus, Italy, Portugal, France, Austria, Hungary, Poland, Spain, Netherlands, Germany, Russia, Thailand, Cambodia, Vietnam, Indonesia, India, Dominican Republic, Malaysia, Singapore, Sri Lanka.

You can meet me (saw me) at meetups:

- (USA) Github Universe (2015, 2016, 2018),
- Google I/O (2016),
- TechCrunch Disrupt (2016),

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- Twitter HQ San Francisco Machine Learning meetups (2018),
- Uber HQ San Francisco Meetups (2016),
- (Ukraine) Ruby On Rails meetup at Fabrika.space (2019),
- JS devils at Fabrika.space (2019).
- App.js at Krakow (2022).

Connect with me:

