Max Krieger

max@a9.io
portfolio: a9.io
github: @maxkrieger

Experience

MANA - Design Engineer
Spring 2022 - Spring 2023 | San Francisco
Designed and implemented research systems and user-facing products for an early-stage AI product.

Various Contracts - Rapid Prototyper
Fall 2021 - Spring 2023 | San Francisco
Designed and implemented interfaces for consumer and research startups.

Protocol Labs - Associate Research Program Manager
Summer 2021 | Remote
Researched and designed funding and roadmapping structures for the in-house research management team in an apprenticeship role.

Reduct - Software Engineering Intern
Summer 2020 | Remote
Prototyped interfaces and machine learning models that were later merged into the core product.

CMU Penrose Group - Researcher
Fall 2018 - Spring 2022 | Pittsburgh
Built the end-user experience for the Penrose project, which renders abstract mathematical concepts with intuitive visualizations.

Flexibits - Software Engineering Intern
Summer - Winter 2018 | Remote
Developed and deployed scalable services to users of Fantastical, an award-winning, top-ranked iOS and Mac app.

Formlabs - Web Engineering Intern
Summer 2017 | Somerville
Developed and designed internal and user-facing projects for the global 3D printing market.

Education

Carnegie Mellon University
2018 - 2021
BSc. Cognitive Science
Minor in Computer Science.
Dean's List with High Honors.

Publications

Penrose: from mathematical notation to beautiful diagrams
Katherine Ye, Wode Ni, **Max Krieger,** Dor Ma'ayan, Jenna Wise, Jonathan Aldrich, Joshua Sunshine, Keenan Crane
ACM Transactions on Graphics / SIGGRAPH '20

Chatting with glue: cognitive tools for augmented conversation
Max Krieger
Convivial Computing Salon (workshop at <Programming>) '20

Defining Visual Narratives for Mathematics Declaratively
Max Krieger, Wode Ni, Joshua Sunshine
PLATEAU (workshop at UIST) '19

Skills

User Interface
Figma, Typescript, Flutter, React

Backend
Django, Express, Next.js, PostgreSQL, Go, Docker/Kubernetes

Functional
OCaml/ReasonML, Haskell