

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.

Freelance - 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

React, Figma, Flutter, Three.js/three-fiber

Backend

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

Languages

Typescript, Python, Go, OCaml

Projects

Apps, tools, experiments can be found at a9.io