

# Maximilian von Stephanides

*Developer and designer*



[portfolio-maxvons.vercel.app](https://portfolio-maxvons.vercel.app)

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## Bio

Maximilian is a developer passionate about digital products that work, are fast, and look good. For as long as he can remember, he's been fascinated by products — digital or otherwise — that not only function well, but also look aesthetically pleasing and have that X factor.

Maximilian is a very thorough person, who many would describe as a perfectionist. His attention to detail and drive to always deliver his best work is part of what makes him a great developer.

His design interest together with his computer science education, developer experience, and attention to detail allow Maximilian to create beautiful, accessible, simple, and intuitive digital experiences that stand out.

## Projects and experience

### Software engineer & cofounder @ Decidable

June 2021 – February 2023 // Oslo, Norway

- Software engineer and one of five cofounders of a technology company titled [Decidable](#). Decidable creates in-house products that it finances with client projects and consulting work.
- Created an in-house product called [peoply.app](#), an event platform for students at the Department of Informatics at UiO. peoply.app currently has over 300 registered users.
- Developed a digital operating manual that is being actively used by employees at a water processing plant in Halden municipality, with multiple other potential customers.
- In February 2023 i decided to sell my stocks in Decidable. This was exclusively related to me having different wishes and priorities for my future.

### Developer @ Iterate

June 2022 – July 2022 // Oslo, Norway

- Worked in a team of two developers and one designer to create the MVP for a product titled “Iterate Demo” — pitched to us as a tool that was supposed to make it easier for designers, developers, founders, and product managers to test and validate products by using interactive Figma prototypes.

- Mainly responsible for the backend development of the project, where we ended up going with Go and PostgreSQL running together in two Docker containers with Docker Compose. After deciding how the initial database schema should look like, I spent most of my time developing API endpoints, and adding database migrations when needed.

## Teaching assistant @ University of Oslo

August 2021 – December 2021 // Oslo, Norway

- Teaching assistant in the subject IN3110 - Higher Level Programming.
- Responsible for lecturing students in weekly group sessions and correcting mandatory assignments that counted towards the final grade in the course.

## Developer @ Clave

June 2021 – August 2021 // Oslo, Norway

- Worked in a multidisciplinary agile team consisting of four developers and one designer tasked with creating a PoC for an intelligent route planner application directed at EV owners in Norway. NAF was the client for this project.
- Contributed to conception, planning, and developing the application, in addition to client meetings and presentations.
- Mainly responsible for the frontend development of the project, specifically in React.

# Education

## M.Sc. in Informatics: Programming and System Architecture

August 2021 – June 2023 // University of Oslo · Oslo, Norway

- Currently conducting my thesis which deals with how one can potentially use machine learning — more specifically binary classification — to predict packet loss before sending a packet over the network when TCP is used as the transport protocol. The idea being that there are potential differences between the data patterns for packets and connections for packets that are lost and for those that are not. These differences can in theory be used to train a machine learning model which can be used to classify a packet as “will be lost” or not before sending it — one can then f.ex. make use of dynamic methods for repairing packet loss at the receiver side that are only enabled if the model says that the packet will most likely be lost.

## B.Sc. in Informatics: Programming and System Architecture

August 2018 – June 2021 // University of Oslo · Oslo, Norway

# Skills

## Frontend development

HTML, CSS, JavaScript, TypeScript, SASS, React, Next.js, Gatsby

- A lot of experience and knowledge related to frontend development — both with the “vanilla stack” consisting of HTML, CSS, and JS and libraries/frameworks like React and Next.js.
- Completed or started a lot of projects including, but not limited to, [my personal website](#), [the website of my mom’s medical practice](#), an [event platform for students at the Department of Informatics at UiO](#), and [Decidable’s newest client project](#).

## Backend development

Node.js, Nest.js, TypeScript, Go, Python, C, Java, Kotlin, Express, Prisma, PostgreSQL, Azure, Docker

- Some experience and a lot of knowledge related to backend development, both from my computer science studies and from work, internships, or personal projects.
- Much practical experience with Node.js + TypeScript and with Go — contributed or been mainly responsible for multiple projects, described in more detail in the section titled “Projects and experience”.
- Worked a lot with Python during my studies, with everything from vanilla Python to machine learning libraries. Had multiple subjects where the working language was C, including a subject with the name “Computer Networks”, where we were tasked with creating our own minimal network layer protocol titled “Minimal Interconnection Protocol”.

## Design

Figma

- Spent a lot of time learning about design concepts and how to design user interfaces that look great and are easy to use.
- My design interest and knowledge has enabled me to create apps and websites that not only work well but also look good. I can also communicate easily and effectively with designers and work as the link between their wishes and what is possible to realize with code.
- Been the head of design and everything related to it at the company I cofounded: Decidable.

## Languages

- **Norwegian** - native
- **English** - fluent
- **German** - fluent