Maximiliano Dalla Porta

Location: Taquara, Rio Grande do Sul - Brazil

Senior Software Engineer with over 18 years in JavaScript, TypeScript, NodeJS, and React, specializing in frontend and full-stack development. Experienced in agile teams, leadership, and delivering strong solutions across industries. Skilled in modern frameworks, testing, and cloud tech, with a commitment to continuous learning and technical excellence.

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Work Experience - *(last 4, the full list is* here*)*

Stack.io Remote — Senior Software Engineer

DEC 2024 - JUN 2025 Tasked with building a cloud platform from the ground up, I developed a full-stack Next.js application using React, TypeScript, and WebSockets. I designed and implemented an API layer to integrate with multiple backend services including Epinio, Prometheus, and Lagos. Real-time terminal interactions were enabled through persistent WebSocket connections. Additionally, I engineered services to analyze project codebases, extracting structure, dependency trees, environment variables, and start commands - leveraging AI to enhance automation and insights. This role demanded deep technical ownership and close coordination with platform services to deliver a seamless developer experience.

JetBridge Remote — Senior Software Engineer

FEB 2023 - NOV 2024
Faced with the challenge of building scalable web applications, I utilized React, Next.js, Python, and TypeScript to deliver efficient and maintainable solutions. By integrating Docker, Docker Compose, and Dev Container, I streamlined local development workflows, improving development efficiency by 30%. To ensure high-quality deliverables, I implemented Testing Library and Playwright, achieving 80% test coverage. This experience underscored the value of leveraging modern tools to enhance both efficiency and reliability in web application development.

ChainEngine Remote — Senior Software Engineer

MAY 2022 - JAN 2023
I developed tools to streamline blockchain integration for game developers, enhancing efficiency and functionality. I created a JavaScript SDK using TypeScript and Rollup.js, reducing integration time by 80% and enabling seamless crypto wallet functionality for web games. For Unity games, I built a C# SDK that improved developer onboarding times by 80%, facilitating in-game NFT integration and player authentication.
Additionally, I developed a console for managing NFTs and project assets, improving marketplace onboarding speed by 25%. Using NestJS, Redis, and Socket.io, I implemented a REST API and messaging system to enable secure player authentication and blockchain transactions, optimizing asset management and integration workflows.

JetBridge Remote — Senior Software Engineer

JAN 2021 - MAY 2022
I created and integrated key features to enhance platform efficiency, scalability, and user experience. I built video telemedicine capabilities using the Twilio SDK, reducing call wait times by 35%, and created a REST API with Express.js, Prisma, and PostgreSQL to streamline integration with external booking systems. I also optimized design-to-production workflows by developing CAD add-ins for real-time pricing and manufacturability analysis, increasing orders by 45%. Additionally, I contributed to a system migration from monolithic architecture to microservices, designing GraphQL APIs and micro frontends to improve performance and scalability while maintaining 70% test coverage.

Education

Software Engineering and Agile (MBA), IGTI
July 2016 - February 2019
MBA focused on Software Engineering using Agile methods.

Computer Science (Bachelor's), University of Pelotas
March 2009 - July 2015
Degree paper on wireless sensor networks using swarm intelligence, AI.

Languages

Portuguese - Native

English - Fluent

Projects - *(last 4, the full list is here)*

Sidepro - Cloud Platform - Sidepro

Role: Software Engineer
Company: Stack.io
Duration: Dec 2024 - Jun 2025
I created both the user interface (frontend) and the APIs (backend) for a cloud-native development platform focused on improving developer workflows and application visibility. The project included building a fully interactive terminal interface using WebSockets, enabling real-time interactions with cloud-based applications. I also developed AI-powered modules to inspect source code and extract project structure, dependencies, environment variables, and startup behavior, providing developers with immediate insights.
Tech Stack: Next.js, React, TypeScript, WebSockets, AI APIs, Prometheus, Epinio, Lagos.

Kernel - CAD Software for Engineering Biology

Role: Senior Software Engineer
Company: Asimov
Duration: Feb 2023 - Nov 2024
Tasked with advancing Kernel, a CAD platform for engineering biology, I designed and implemented critical functionalities usgin TypeScript, Next.js and React that improved usability and boosted user engagement by 20%. Using Relay and GraphQL, I optimized data workflows, reducing retrieval times by 30%. To ensure reliability, I conducted unit and integration testing with Jest and Playwright, achieving 80% test coverage.
Tech Stack: Next.js, React, TypeScript, Python, PandaCSS, Testing Library and Playwright.

Frontend SDK (repository)

Role: Senior Software Engineer Tech Lead
Company: ChainEngine
Duration: Sep 2022 - Oct 2022
Assigned to enhance the integration of ChainEngine features into applications, I developed a JavaScript SDK that streamlined the process, reducing integration time with blockchain for game developers by 80%. Leveraging Web3.js, I enabled seamless crypto wallet integration, allowing players to log into web games and securely sign transactions, further enhancing functionality and developer productivity.
Tech Stack: TypeScript, Rollup.js.

Unity SDK (repository)

Role: Senior Software Engineer Tech Lead
Company: ChainEngine
Duration: Jul 2022 - Sep 2022
Tasked with simplifying in-game NFT integration and player authentication, I developed a Unity SDK that improved developer onboarding times by 80%. This SDK enabled seamless integration with crypto wallets, allowing players to log into Unity games and securely sign transactions, streamlining blockchain functionality for game developers.
Tech Stack: C#, Unity.