

Max Berman

Frontend Engineer | Full Stack Developer



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<https://naknick.com/gigs/>

Summary

As a Senior Frontend Engineer by trade, I possess extensive hands-on experience in developing backend, decentralized applications, sophisticated UI and web-based games.

Passionate about creating meaningful products and building purpose-driven startups.

<https://naknick.com/gigs/>

Experience



Indie Hacker (Prototyping Concepts and Bootstrapping Ideas)

NakNick - Entertainment Software

2021 - 2023 (2 years)

1. Currently in the bootstrapping phase, I'm actively building TopFrog.io, a platform that empowers casual gamers to earn meme coins via blockchain-powered leaderboard ranking while playing games.

2. Playlikescrooge.com - Developed a comprehensive game price tracker and monitoring service tailored for the Nintendo Switch Console. This platform not only helps gamers find the best deals but also helps them to connect with other Switch players for online multiplayer and local co-op sessions as well as efficiently manage their game list.

3. Through reverse engineering of Tinder's API I created TindHancer, a free add-on enhancement that not only allows users to bypass Tinder's subscription and access its premium features but also introduces new functionalities like an Auto Swiper Bot and the ability to share profiles with friends.

Skills: JavaScript · React.js · Solidity · Firebase · Hardhat · ether.js · Node.js



Senior Front-End Engineer

Ocean Protocol

Nov 2019 - Jun 2020 (8 months)

- Developing data market places to privately & securely publish, exchange, and consume data for Ocean Protocol and for its external clients (Daimler and DexFreight)
- Maintaining the Ocean's Protocol JavaScript library

Skills: JavaScript · ether.js · Decentralized Applications (DApps) · REST APIs · Next.js · TypeScript



Product Design / Tech lead / Game design / Founder

PlayChap.io

Dec 2017 - Nov 2019 (2 years)

Managing all aspects of PlayChap.io - multiplayer platform that provides an engaging experience for users to win crypto at playing arcade games.

- Application Architecture
- Design and prototyping
- Crypto payments/exchange services/games economy design
- Solidity Smart Contract implementation of ERC20 token (as in games currency)
- Games design/coding and integration with the platform
- Game Server integration (User accounts, Matchmaker, Real-time multiplayer, etc)
- Product roadmaps execution from the ground up according to plan and tight budget
- Coordination between engineers

Skills: JavaScript · Software Development · Product Design · Game Development · REST APIs · Game Design · User Interface · Product Management · GatsbyJS · React.js



Game Designer / Developer

NakNick - Entertainment Software

2016 - 2018 (2 years)

- Game development for Mobile & Web
- Game mechanics design, coding, UX design and QA
- Pixel Art Design
- Design, coding, SEO and marketing of a network of retro-gaming websites which ultimately resulted in the acquisition



Senior Frontend Developer

Sharecare

Oct 2015 - Oct 2017 (2 years 1 month)

- Development and maintenance of product features
- Client-Server architecture with the establishment of REST API
- Collaboration with cross teams for the creation of product requirements
- Constant innovation regarding best practices in code, technology, tooling, workflows and process



UI Software Engineer

Kenesto Corporation

Jun 2011 - Sep 2015 (4 years 4 months)

Front End Development and UI implementation of a cloud-based, collaborative engineering data management solution from the ground up

Tech. stack

Front End: HTML5, CSS pre-processor - Less, Vanilla JS, jQuery, Knockout.js

APIs/Libs: Canvas, SVG, jsPlumb (Diagram and chart development)

Back End: ASP.NET MVC



Senior Web Developer / Team Leader

On A Roll Media Inc (PlayLA)

Jun 2010 - Jun 2011 (1 year 1 month)

- Providing technical assistance to the marketing team with the technology, user experience, and SEO
- Web Application Development, concept design, and architecture based on functional requirements
- Google analytics customization (custom tracking for cross domains, custom variables, etc.)

- Client site performance optimization
- Drupal custom tuning and optimization - Mobile Web development



Front-End Web Developer / Team Leader

Dec 2005 - Apr 2010 (4 years 5 months)

- Coordinated with project managers and internal customers to ensure project success.
- Created and maintained web design standards and guidelines for TNT web products.
- Developed front-end architecture for e-gaming websites, focusing on functionality, accessibility, and usability.
- Built portals using Drupal framework/CMS and customized existing modules.
- Created micro-sites and landing pages for affiliates and promotions.
- Developed web tools to support marketing efforts.
- Ensured web site quality from a technical perspective, including monitor resolution, multiple browsers, and web standards.
- Optimized web site performance.
- Assisted with implementation of SEO initiatives.



Web developer - freelance

Suntrader Networks

Nov 2005 - Nov 2006 (1 year 1 month)

Customization of Open source CMS such as oscommerce, joomla and wordpress, new style and templates creation, sites redesign



Web Developer

Intersol Group Ltd

Aug 2004 - Jan 2006 (1 year 6 months)

- Design and action scripting of Interactive media presentations in flash;
- Wap/iMode applications interface design and development;
- Maintenance, design, and support of web sites and digital media;
- Designing websites layouts for Intersol's customers



latex salesman

Vandelay Industries

1999 - 2003 (4 years)

Education



Moscow Aviation Institute (National Research University)

incomplete, Faculty of Aircraft Engines

1996 - 1999

Skills

Front-end Development • JavaScript • React.js • Solidity • Firebase • hardhat • ether.js •
Product Design • Next.js • Web3