

Max Jackson

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Software engineering leader with 12+ years of experience in agile and design-led software development environments, specializing in leading cross-functional teams that design and build custom software supporting organizational missions. Direct experience managing developer teams, coordinating with designers, overseeing budgets, and establishing engineering standards and operating models. Current primary stack is TypeScript with deep experience in Elixir/Phoenix LiveView, ClojureScript, Python, Solidity, and SQL. Builder of microservice architectures, API integrations, and infrastructure automation in cloud and self-hosted environments.

EXPERIENCE

Founder & Lead Developer — **cryptoart.social** 2024 – Present

Build and maintain a digital asset marketplace and community platform serving digital artists and collectors. Manage a distributed team of contract developers, designers, and community contributors.

- Direct remote developers integrating third-party codebases, including code review, issue triage, and release management via GitHub
- Coordinate with contracted artists and designers on feature specifications and UX requirements
- Architect and maintain 6 microservices handling data indexing, marketplace operations, and real-time event processing
- Ensure secure deployment practices including smart contract security review and infrastructure access controls
- Manage project finances, including developer contractor payments and operational costs
- Document and establish the software engineering operating model, standards, and technical decision-making processes

Systems Administrator & AI/Agent Engineer — **Self-employed** 2024 – Present

Design, deploy, and maintain self-hosted infrastructure and AI-powered automation systems supporting development workflows and community operations.

- Administer and maintain self-hosted services (mxjxn.com, bot.mxjxn.com, ops.mxjxn.com) including monitoring, logging, and uptime management
- Build and operate AI agent systems for automated task execution; integrate tools such as Claude, Cursor, and custom agent pipelines into daily engineering workflows
- Evaluate and adopt emerging AI/LLM tooling, assessing capability, cost, and operational impact

Creator & Council Lead — **/cryptoart DAO** 2024 – Present

Founded and manage an organization governing the /cryptoart channel, including a curated community of digital artists with a funded treasury and governance processes.

- Lead a council of members through proposal, review, and voting governance cycles
- Manage organizational treasury finances, including revenue-split operations and project funding allocations
- Establish and document organizational operating model, membership criteria, and safety protocols
- Mentor new members and guide professional development within the organization
- Oversee technical moderation infrastructure (automod integration, curator role management, development planning)

Lead Developer & Project Manager — charged.fi 2021 – 2023

Led a team of 3–5 developers building financial infrastructure and tools at the intersection of digital asset management and digital art. Served as both technical lead and project manager under CTO leadership, bridging engineering, design, and business stakeholders.

- Led a team of 3–5 developers through weekly agile sprints, including sprint planning, standups, retrospectives, and demo sessions
- Interfaced directly with contracted designers, product managers, writers, and CEO on product requirements and design-led development processes
- Led project delivery under CTO technical direction, translating executive vision into engineering roadmaps
- Oversaw technical architecture decisions for event-driven microservice infrastructure
- Established and documented engineering standards, code review processes, and deployment workflows
- Maintained quality assurance standards through systematic code review processes and team-driven testing practices
- Conducted hiring, onboarding, and performance management for engineering team members

Grant Program Organizer — Hype DAO 2021

Organized a community grant program funding project initiatives within the digital art community.

- Managed weekly disbursement cycles requiring written proposals with defined deliverables
- Reviewed and approved grant applications, setting quality standards for funded work

Frontend Developer — Seesaw Labs (Software Agency) 2017

ClojureScript developer for a client-services software agency, building custom UI prototypes to design specifications. Built solutions using HIPAA-compliant database systems to meet client regulatory requirements. Presented prototypes directly to clients in stakeholder reviews.

Contract Developer — MoviToken / Dharma Protocol 2016

Built server infrastructure, database schema, and a loan relay service for a digital asset lending platform integrating with Dharma Protocol.

Project Lead — Martmatch 2015 – 2016

Co-founded and led development of a marketplace platform enabling buy and sell on products with price discovery across primary and secondary markets. Led product design sessions and built a working JavaScript prototype.

Web Developer, Production Development — Boston Globe 2012 – 2015

Built and maintained core aspects of boston.com and bostonglobe.com within an agile engineering team. Worked with designers to implement new design languages, built custom sections, pages, and blogs using JavaScript templating, and served as supporting engineer for the rebuild of Boston.com to a new CMS platform.

Contract Developer — Ronoco (Insurance Software) 2018

Wrote full-coverage test suites for React frontend components of an AI-driven insurance platform; identified and documented existing bugs through systematic testing.

Web Developer — Schematic & Xplana 2007 – 2009

Early career web development at two interactive agencies, building application interfaces for classroom learning tools (Pearson) and supporting design-driven web projects for enterprise clients.

Freelance Web Developer 2009 – 2012

Delivered web development projects for small business and individual clients across multiple technology stacks, including Python (Django), PHP (WordPress), JavaScript, and jQuery.

TECHNICAL SKILLS

- **Languages:** TypeScript, JavaScript, Elixir, ClojureScript, Python, Solidity, SQL, PHP
- **Frameworks:** Phoenix / Phoenix LiveView, React, Next.js, Astro, Node.js, Django
- **Infrastructure:** Docker, Docker Compose, AWS, Linux server administration, VPS deployment, PostgreSQL, automated deployment pipelines, infrastructure-as-code
- **Architecture:** Microservices, REST APIs, event-driven systems, WebSocket real-time communication
- **Practices:** Agile (Scrum), DevOps, code review, CI/CD, Git/GitHub, test-driven development

EDUCATION

Bachelor of Science — Web Design & Development

New England Institute of Art, 2007

Concentration: Web Design & Development