

CURRICULUM VITAE

MAX UHLIG

I solve hard problems. Most of my career that meant software, but the same approach has built teams, rescued research programs, and shaped products. I go where the hardest problem is, whether that's the codebase, the org chart, or the whiteboard.

NOW · SINCE JUNE 2026

NISC

Full-stack · TypeScript

THE AI-NATIVE APP FRAMEWORK.

nisc.dev · nisc.app · GitHub

INDEPENDENT · OPEN SOURCE

A full-stack app framework in which the whole application is data, so an AI can read all of it and write any of it, safely, while it runs.

BEFORE NISC

What each job involved: **CODEBASE** the software **ORG CHART** the people **WHITEBOARD** the product and the plan

2024 – 2026

CHATLYN

HEAD OF ENGINEERING & AI

Chatlyn builds AI-powered communication tools for hospitality. I led engineering and owned the AI direction.

CODEBASE Built the AI stack: production RAG, structured data retrieval, multi-agent architectures.

ORG CHART Built the engineering team: hundreds of interviews, eight hires within six months, covering the engineering workload myself during the transition. Took over the company's FFG research program and ran it end to end.

WHITEBOARD Founded an applied AI research lab working on LLM infrastructure: memory systems, agentic runtimes, unified model interfaces.

2024

FIRST NISC PROTOTYPE

DynamicUI, the proof of concept for the whole idea, running on GPT-3.5.

2023 – 2024

GOURBAN

LEAD FRONTEND ENGINEER

CODEBASE — Led frontend at a mobility startup pivoting toward AI, hands on keys by choice. The company was acquired by a competitor.

2021 – 2023

DYNATRACE

TEAM LEAD, THEN PROGRAM MANAGER

CODEBASE — Hands-on with one of Dynatrace's flagship apps, built in React.

ORG CHART — Led the team of eight that built it.

WHITEBOARD — Moved into program management and redesigned how the company onboards new technical hires; the project earned sponsorship up to the COO and became a product in its own right.

2020 – 2021

SUNCAKE

HEAD OF DEVELOPMENT

The nuwings brand for custom shops.

CODEBASE — Ran development across multiple e-commerce platforms.

WHITEBOARD — Got very good at knowing when to build custom and when not to.

2020

FIRST CONVERSATION WITH A LANGUAGE MODEL

GPT-3, in beta. It could not hold a conversation, but it could complete
data: a semantic data layer. The idea behind Nisc starts there.

2015 – 2021

NUWINGS

FOUNDER

My own software and design company for six years, profitable every year.
I found the clients, scoped the work, designed the architecture, built the
teams, and shipped the product.

CODEBASE — Main engineer throughout, and the one who took on the hardest parts of each build.

ORG CHART — Core team of three to five by design, backed by a network of 200+ engineers and designers we could mobilize per project; teams scaled to 15 when the job demanded it.

WHITEBOARD — Corporate identity, UX, rapid prototyping, product development. A typical engagement ran three to four months from idea to launched MVP, handed over to the client or released directly.

2014 – 2015

FLUIDTIME

PROJECT TECHNICAL LEAD

CODEBASE — Led the technical side of the Qando public transit app, deployed across multiple Austrian cities. Java, Spring, native iOS and Android, real infrastructure with users depending on it daily.

ORG CHART — Hired for the project, let people go where it was not working, and rescued a second team.

2013 – 2014

VRANZ

SENIOR DEVELOPER, PROJECT MANAGER

CODEBASE — Senior developer on the platform throughout; the technical decisions stayed with me.

ORG CHART — Ran a team of five maintaining the web platform of a major German mobile carrier. First end-to-end ownership of a team and a delivery pipeline.

2001 – 2012

THE FIRST DECADE

CODEBASE — Software engineering across companies and domains. This is where the broad foundation comes from, and the conviction that most software problems are the same problem wearing different hats.

THE EARLY YEARS

Until 2010 — **STUDIES**

Acting, for a year in the United States. Philosophy and software engineering at university.

2001 — **FIRST PAID SOFTWARE**

A complex Word automation in VBA. It stayed in production at that company for more than a decade.

2000 — **FIRST WEBSITE ONLINE**

1997 — **FIRST LINUX**

Slackware.

1995 — **FIRST LINE OF CODE**

C, BASIC, Turbo Pascal.

Early 90s — **FIRST PC**

A 486, then a Pentium 90.

1988 — **FIRST COMPUTER**

Amiga 500.

NOTABLE PROJECTS

EXPENSIFY THIS!	Dynamic website for a Super Bowl campaign, built in four weeks. Millions of users per minute at peak.
FACEBOOK DEVELOPER CIRCLES CHALLENGE	First and second place worldwide, out of 5,300 participants. Idea to shipped iOS and Android app in six weeks.
GLITCHCAT, LEMMINGS	glitchcat was the nuwings hacker brand. Hackathon and incubator series, several hundred participants over six years; the origin of the builder network behind nuwings.
JUNCTIONX VIENNA	Co-organized the Vienna edition of Europe's largest hackathon.

Vienna, Austria

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