

MAX M. AWAD

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AI ENGINEER | STAFF-LEVEL SYSTEMS ARCHITECT | EX-META, APPLE, GOOGLE

AI Engineer and staff-level systems architect specializing in generative AI, automation, distributed systems, and production infrastructure. Builds end-to-end agentic products, LLM integrations, APIs, and data workflows used by engineers and end users at scale.

TECHNICAL SKILLS

Languages: Python, C++, TypeScript, JavaScript, Go, Swift, Java, Rust, PHP, Ruby, Bash/Shell, SQL, HTML/CSS

Data, Spreadsheets & Integration: SQL and database tables, Excel and CSV workflows, REST and GraphQL APIs, API-to-API integration, ETL/data pipelines, automation and validation

AI / ML Systems: LLM integration, AI agents, RAG, MCP, prompt engineering, experimentation pipelines, model observability, PyTorch, TensorFlow, OpenAI, Anthropic, Gemini, LLaMA, Pinecone

Backend & Databases: FastAPI, Flask, Django, Node.js, Express, PostgreSQL, MySQL, MongoDB, Redis, SQLite, BigQuery, Cloud SQL, Spanner, DynamoDB, Firestore, Supabase

Cloud & DevOps: AWS, Google Cloud, Docker, Kubernetes, Terraform, GitHub Actions, CI/CD, Linux, Nginx, systemd, distributed systems and observability

Frontend & Native: React, React Native, Next.js, SvelteKit, SwiftUI, visionOS, Metal, Core Audio, AVFoundation, Playwright

PROFESSIONAL EXPERIENCE

IMAKE

2026 – Present

Founder & AI Engineer

Building and shipping AI-enabled products, agentic workflows, and scalable software systems.

- Lead product architecture and hands-on engineering across AI agents, automation, full-stack applications, cloud services, and external API integrations.
- Build Python-first services and data workflows that connect databases, spreadsheets, and third-party APIs into reliable product experiences.

MIRA

Dec 2025 – Feb 2026

AI Agent Infrastructure Engineer

Built AI agents for display glasses and the MIRA companion application during a two-month engagement.

- Develop AI agent infrastructure and companion-app capabilities that connect multimodal models, tools, device services, and product APIs into reliable user-facing workflows.
- Build Python-first services and integration layers for agent orchestration, data processing, testing, and API-to-API communication across cloud and device systems.

META

Sep 2025 – Mar 2026

Machine Learning Infrastructure Engineer

Architect ML experimentation infrastructure supporting Meta Avatars and Reality Labs research platforms used by hundreds of engineers.

- Architected large-scale C++ experimentation infrastructure for experiment tracking, debugging, and results aggregation across ML workflows used by approximately 300 engineers.
- Automated distributed ML pipelines with Python, Bash, and Jupyter across GPU-intensive compute environments; orchestrated systems using 150+ GPU cores and approximately 2 TB RAM.
- Built validation and observability systems covering end-to-end, regression, and integration testing, logs, debugging signals, and model outputs.

AI ENGINEER / TECHNICAL CONSULTANT

Jan 2024 – Sep 2025

Fractional CTO and AI Systems Engineer

Designed and deployed AI applications, automation systems, data integrations, and scalable software platforms for startups and product teams.

- Built Python automation workflows that interact with SQL/database tables, Excel and CSV data, and third-party APIs, with validation and transformation between systems.
- Integrated GPT-4 with Apollo and other REST APIs for prospecting and messaging automation; designed reusable API-to-API workflows for future partner integrations.
- Developed AI content intelligence, personalized image generation, automated video response, and sales productivity platforms using LLM and cloud services.
- Maintained and contributed to an open-source C++ networking library, resolving connectivity issues for the Call of Duty: Black Ops 3 macOS release.

APPLE

Sep 2019 – Jun 2020 | Dec 2020 – Dec 2023

Senior Software Engineer

Delivered distributed backend systems and full-stack applications powering Apple Store platforms used globally.

- Architected scalable APIs and microservices; implemented GraphQL data services and optimized backend data pipelines for query efficiency and performance.
- Developed React user interfaces, managed CI/CD deployment pipelines using Ansible and AWS, and led cross-team engineering collaboration.

INSTAGRAM (META)

Jul 2020 – Nov 2020

Senior Software Engineer – Privacy & Compliance

Developed privacy infrastructure used across Instagram, Facebook, and WhatsApp.

- Designed GraphQL APIs and Python/Django backend services; built Account Center privacy controls and cross-platform UI rendering infrastructure.

GOOGLE

Aug 2018 – Sep 2019

Software Engineer – Search Infrastructure (Travel)

Built search infrastructure powering travel discovery across Google Search, Maps, and Assistant.

- Implemented C++ grammar rules and NLP pipelines for query intent recognition and search accuracy; built Go services for travel data ingestion, indexing, and retrieval.
- Built internal tools used by 150+ engineers and conducted large-scale A/B testing while maintaining less than 0.01% global search performance impact.

CHOPSTIX

Jun 2013 – Jul 2018

Software Engineer

Built and scaled a full-stack food delivery platform supporting online ordering and logistics.

- Architected Django, Stripe, and database-backed order systems; developed React/React Native applications and APIs for real-time order tracking.
- Implemented AWS and DigitalOcean deployments, Nginx load balancing, CI/CD automation, and test-driven development.

EDUCATION & CERTIFICATIONS

HARVARD UNIVERSITY — Introduction to Computer Science

NEW JERSEY INSTITUTE OF TECHNOLOGY — Bachelor of Science, Computer Science & Finance

UDACITY — Machine Learning Engineer Nanodegree | iOS Developer Nanodegree | React Native Developer Nanodegree

CISCO — CCNA Routing and Switching | Introduction to Networks | Routing and Switching Essentials