

Max Sumrall

Software Engineer

Summary

Engineer who builds production systems from scratch in unfamiliar domains. Started in robotics and distributed database internals, then spent nine years at Picnic building and leading four platform-scale systems (warehouse management, payments, real-time analytics, and supply chain), each from early stage to production maturity.

Experience

Software Engineer 2017 – Present [Picnic Technologies](#) Amsterdam, the Netherlands

Software Engineer, Inbound Systems 2025 – Present

- Working across the systems that determine what Picnic buys from suppliers each day, generate purchase orders, and track fulfillment: the core of a just-in-time grocery supply chain.
- Building AI development platforms and tools to increase developer productivity: automating code review, and implementing Jira tickets automatically. Adopted in multiple engineering teams, removing review bottlenecks and accelerating development cycles.

Software Engineer, Real-Time Analytics Platform 2023 – 2025

- Built Picnic's real-time analytics platform from first commit to production across three markets. Ingests 200+ event streams (~500 GB/day) in real time.
- Led the migration from TimescaleDB to ClickHouse, cutting database cost ~50% while improving performance; built a self-service dbt workflow enabling analysts to independently manage 90+ data models.
- Designed row-level GDPR enforcement for ClickHouse, protecting 100+ analytics models across three markets.

Tech Lead, Payments Platform 2019 – 2023

- Built Picnic's payments platform from scratch, evolving from iDEAL-only into a multi-PSP routing system supporting credit cards and local payment methods across all markets, with PCI compliance and fraud controls.
- Grew the engineering team from 1 to 12, owning hiring, technical roadmap, incident response, and operational reliability for a business-critical system.

Software Engineer, Warehouse Management Systems 2017 – 2019

- One of three engineers who replaced Picnic's legacy third-party WMS with a custom system covering receiving, picking, consolidation, and dispatch. Rolled out incrementally across fulfillment centers.
- Built WMS Insights, a real-time operational monitoring platform, and created Jolo, an open-source jOOQ library adopted across Picnic's Java services.

Software Engineer 2017 – 2017 [ABN AMRO](#) Amsterdam, the Netherlands

- Built backend systems for debit card issuance for consumer payments.

Software Engineer, Distributed Systems 2015 – 2017 [Neo4j](#) Malmö, Sweden

- Built Raft-based clustering for Neo4j, one of the earliest production Raft implementations deployed at scale. Turned single-node databases into self-healing clusters with fast failover, replica synchronization, and consistent reads.
- Hardened the storage engine and transaction kernel for correctness under high-availability conditions.

Robotics Engineer, RoboCup Humanoid League 2009 – 2012 [George Mason University, Team Robo Patriots](#) Fairfax, Virginia, USA

- Designed movement sequences and maintained hardware for humanoid soccer robots; researched multi-agent coordination and learning from demonstration. Competed at RoboCup in Istanbul, 2011.

Personal

Address Spoorlaan 82
1391SZ Abcoude
the Netherlands

Phone +31613665495

Nationality American

Work Authorization Require work visa sponsorship.

Email jmsumrall@gmail.com

GitHub [github.com/
maxsumrall](https://github.com/maxsumrall)

LinkedIn [linkedin.com/in/
maxsumrall](https://linkedin.com/in/maxsumrall)

Skills

Proficient: Java, Python, SQL

Basic: Rust, TypeScript

Platforms: Kafka, PostgreSQL, RabbitMQ, ClickHouse, Kubernetes, Linux

Focus: Real-Time Systems, Distributed Systems, System Design, Production Reliability, Software Architecture, Technical Leadership

Education

M.Sc. Computer Science

[Technical University of Eindhoven](#)

2013 – 2015 • Eindhoven, the Netherlands

Thesis at Neo4j: [Path Indexing for Efficient Path Query Processing in Graph Databases](#). Grade: 9/10.

B.Sc. Computer Science

[George Mason University](#)

2009 – 2013 • Virginia, USA

Focus: Robotics, Artificial Intelligence. Mentored by Prof. [Sean Luke](#).

Talks

[What AI Agents Actually Need From You](#)

Voxxed Days Amsterdam, 2026

[Building a Real-Time Analytics Platform](#)

ClickHouse Open House Roadshow, Amsterdam, 2025

Volunteering

IT Committee Member

[Golf Club de Hoge Dijk](#)