

I build, teach and validate AI systems that reach the real world.

No-lock-in consulting, practical training and an evidence-led testing system for apps, AI products and games.

SYSTEM / 01

One discipline connects all three stages: define what must work, build it under control and produce evidence before scaling.

E2E from diagnosis to transfer	CONTROL client-owned code, accounts and decisions	PROOF evidence before promises	FREEDOM visible providers and costs
--	---	--	---

Cases remain anonymous and metric-free until each claim has specific evidence and authorization.

Consulting and development under your control

I start with the process, not the model. Every engagement ends in a decision and artifacts you retain.

01 · DIAGNOSIS

Process map, baseline, ranked opportunities, risks and the smallest pilot with a success criterion.

02 · EVIDENCE PILOT

One hypothesis on representative data: usefulness, cost, limits and a recommendation to proceed, redesign or stop.

03 · SYSTEM + TRANSFER

Integration, permissions, testing, observability, documentation, training and handoff of code, accounts and decisions.

CAPABILITIES

- Document automation, multimodal OCR and ERP integration
- RAG and corporate knowledge with permissions and traceability
- Agents, LLM teams, skills and MCP with explicit exit conditions
- Backend and product with Java/Spring, Python/FastAPI, React/Next.js and SQL

No mandatory subscriptions or lock-in. Infrastructure and model usage remain direct, visible client costs.

Training that ends in capability

Programs for professionals, departments, SMEs, technical profiles and creators. Learning happens on real tasks.

Practical AI Context, prompting, verification, privacy and daily work.	Teams and enterprise Adoption, playbooks, processes, automation and governance.
Agents and product Tools, MCP, evaluation, maintainable apps and production.	AI game development Godot, mechanics, debugging and playtesting loops.

BETA LAB

Beta Lab: useful feedback as contribution

Apps, web, SaaS, AI products and games receive testing missions with known scope, time, evidence and acceptance criteria.

25 Coverage	20 Evidence	20 Specificity	20 Reproducibility	15 Usefulness
-----------------------	-----------------------	--------------------------	------------------------------	-------------------------

- Points reward acceptable feedback, not installations.
- Points and reputation are separate systems.
- The author rates usefulness; moderation decides quality and disputes.
- A managed service covers selection, follow-up, reporting and publication.

03 / LAB + NEXT STEP

Lab: proof before promise

Experiments publish objective, architecture, tools, decisions, human intervention, artifact, tests, failures, cost and limits.

ORCHESTRATE

A coordinator distributes work and preserves state.

BUILD

Specialists act on real repositories and tools.

VERIFY

Outputs run and are inspected against a rubric.

DELIVER

Build, evidence, decisions and known limits remain.

Initial case: RogueBall. The Godot project was audited, minimally repaired and executed; its evidence separates the verified artifact from still-unproven agent provenance.

ROUTES

One entry point, one next step

I WANT TO BUILD

Consulting → team transfer → Beta Lab.

I WANT TO LEARN

Training → real product or workflow → validation.

I WANT TO VALIDATE

Beta Lab → correction or training → publication.

I WANT TO PUBLISH

Store diagnosis → campaign → evidence and decision.

Tell me what you want to build, learn or validate.

I will reply with an honest first read and the smallest next step that makes sense.

PLATFORM

maxbonas.com/en

SCHEDULE

maxbonas.com/en/schedule

INTERACTIVE CV

cv-max-webapp.web.app/

CONSULTING

maxbonas.com/en/consulting

No store approval is promised. Cases and figures are published only with the evidence and authorization level stated on the platform.