

MOTIEJUS JAKŠTYS

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SOFTWARE ENGINEER

An astute Software Engineer with extensive experience in developing innovative and groundbreaking solutions for complex technical and business challenges. Well-versed in several programming languages and frameworks, software development methodologies and renowned for developing creative, scalable and robust applications and solutions. Highly recognized for collaborating effectively with diverse stakeholders to design quality products/solutions that exceed customer expectations.

KEY SKILLS & COMPETENCIES

- Software Development
- Software Engineering
- Cartography
- Backend & Infrastructure
- Computer Networking: L3+
- Troubleshooting & Investigations
- Incident Response
- Linux: NixOS, Debian, others
- Go
- C
- Zig
- Python
- Erlang
- clang, lld, zld
- Bazel, Make
- PostGIS, QGIS, GDAL
- OpenStreetMaps
- AWS Public Offerings
- Internal Amazon Stack
- Analytical
- Problem-solving
- Stakeholder Management
- Project Management

PROFESSIONAL EXPERIENCE

- Member of Technical Staff**, CHRONOSPHERE, Vilnius, Lithuania 2024 – now
• M3DB storage team.
- Software Engineer**, WIX.COM, Vilnius, Lithuania 2023 – 2024
• Developer Experience team.
- Staff Software Engineer**, UBER, Vilnius, Lithuania 2020 – 2023
• Bootstrapped Uber's infrastructure on arm64. See [Uber's blog post](#).
- Senior Software Engineer**, UBER, Amsterdam, Netherlands (2016) & Vilnius, Lithuania (2017 – 2020) 2016 – 2020
• Developed all kinds of OS, Kernel, infrasec projects and initiatives.
• Built, developed and led Uber's First Responder team (Ring0) in EU.
• Maintained [ringpop-go](#).
Technologies utilized at Uber: internal Debian-based ecosystem plus software builds:
 - o Used and contributed to [Go](#) and [Zig](#).
 - o Productionized and on-boarded to Uber a [hermetic C++ toolchain configuration](#) in Bazel.
- Software Development Engineer**, AMAZON WEB SERVICES, The Hague, Netherlands 2014 – 2016
• Developed Amazon WorkMail.
• Developed the intersection between the business application and the system (and networks) that are running it.
Technologies utilized at Amazon: Java, Linux, AWS public offerings and internal Amazon stack.
- Software Engineer**, SPIL GAMES, Hilversum, Netherlands 2012 – 2014
• Developed Backend applications.
• Performed networking and Linux investigations.
Technologies utilized at Spil Games: Erlang, C and Linux.
- Linux Systems Engineer**, UNIVERSITY OF GLASGOW, Glasgow, Scotland 2011 – 2012
• Administered the Linux system and hardware and managed configurations.
- Software Engineer**, MANO NUMERIS, Vilnius, Lithuania 2010 – 2011
• Developed business-line applications in Erlang.

ACADEMIC CERTIFICATIONS

- **MSc in Cartography**, VILNIUS UNIVERSITY, Vilnius, Lithuania 2019 – 2021
- **BSc in Computing Science**, UNIVERSITY OF GLASGOW, Glasgow, Scotland 2010 – 2013