

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 recognised 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

Staff Software Engineer, UBER, Vilnius, Lithuania **2020 – 2023**

- Boostrapped 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:

- Used and contributed to [Go](#) and [Zig](#).
- Productionized and on-boarded to Uber a [hermetic C++ toolchain configuration](#) in Bazel.

GIS/Cartographer, FREELANCE, Vilnius, Lithuania **2019 – now**

- Created a photo-mosaic of a non-trivial area with a consumer drone that enabled significant update of openstreetmaps data and create a detailed map of a small town.
- Implemented some spatial algorithms. Last notable example: [Wang-Müller line generalization algorithm](#).

Technologies utilized for GIS work: PostGIS, GDAL, QGIS.

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**