

MOTIEJUS JAKŠTYS

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Software Engineer

PROFESSIONAL EXPERIENCE

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| Member of Technical Staff , CHRONOSPHERE, Vilnius, Lithuania | 2024 – now |
| – M3DB storage 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. | |
| <i>Technologies utilized at Uber: internal Debian-based ecosystem plus software builds:</i> | |
| 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. | |
| <i>Technologies utilized at Amazon: Java, Linux, AWS public offerings and internal Amazon stack.</i> | |
| Software Engineer , SPIL GAMES, Hilversum, Netherlands | 2012 – 2014 |
| – Developed Backend applications. | |
| – Performed networking and Linux investigations. | |
| <i>Technologies utilized at Spil Games: Erlang, C and Linux.</i> | |
| 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

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| MSc in Cartography , VILNIUS UNIVERSITY | 2019 – 2021 |
| BSc in Computing Science , UNIVERSITY OF GLASGOW | 2010 – 2013 |