MOTIEJUS JAKŠTYS

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SOFTWARE ENGINEER

An astute Software Engineer with extensive experience in developing innovative solutions for problems where business needs meet infrastructure. Well-versed in several programming languages and renowned for developing creative, scalable and robust solutions. Highly recognized for collaborating effectively with diverse stakeholders to design quality products/solutions that exceed customer expectations.

KEY SKILLS & COMPETENCIES

- **Software Engineering**
- **Backend & Infrastructure**
- **Computer Networking: L3+**
- **Linux: NixOS, Debian, others**
- **C, Go, Zig, Erlang**
- **clang, lld, zld**
- **Bazel, Make**
- **PostGIS, QGIS, GDAL**
- **Google Cloud Platform**
- **AWS Public Offerings**
- **Internal Amazon Stack**
- **Incident Response**
- **Analytical**
- **Project Management**

PROFESSIONAL EXPERIENCE

Member of Technical Staff, CHRONOSPHERE, Vilnius, Lithuania — **2024 – now**
- M3DB storage team.

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.

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**