Kajetan Rzepecki

[kaˈjɛtan ʒɛˈpɛt͡sci]

- Cracow, Poland
- k@spartan.works
- www.spartan.works
- github.com/idorobots

Skills

spoken languages	**English** (CEFR C1, FCE certified), German (CEFR B1), Polish (native)
product lifecycle	**SCRUM**, Jobs To Be Done, Google Analytics, HotJar, Atlassian Jira
software design	**Functional Programming**, Microservices, REST, SOA
programming	**Scala/Akka/ZIO**, Go, Clojure, Erlang/OTP, Python, Java, Scheme, PostgreSQL
web related	**React**, **Redux**, **TypeScript**, JavaScript, WebRTC
toolchain	Ansible, **Docker**, **Emacs**, **Git**, **GNU/Linux**, LaTeX
workflow	**Lean Agile**, Continuous Integration/Delivery, **GTD**, Org-Mode

---

Experience

Spartan Works

2016-05 – present — **Founder**

I started a consultancy company focusing on **full-stack development** and **product management**.

StackState BV (Xebia Group), The Netherlands

2022-03 – present — **Product Manager**, *Consultant*

I transitioned to full-time product management of the company's core offering. Main responsibilities:
- Gathering requirements from both internal and external customers.
- Feature ideation using well-established product development frameworks.
- Working closely with engineering, design, sales & marketing teams on solution framing and GTM strategies.
- Specifying, definining and refining easily deliverable work slices.
- Ensuring the engineering team's success by expectation management and mediation.

Main achievements:
- Managed a complex technical feature from initial requirements gathering to a successful launch with minimal delay and scope changes, despite drastically changing feature team composition.

2021-05 – 2022-03 — **Product Owner**, *Consultant*

I decided to involve myself more with the full product lifecycle. Main responsibilities:
- Gathering & analysing feedback both from internal and external customers.
- Specifying, defining and refining user-facing features in the core product.
- Preparing and ordering the product roadmap according to customer preferences.
- Holding refinements and other meetings with the engineering, design & marketing teams.

Main achievements:
- Managed an interactive playground & SaaS trials project from initial idea to a successful launch.

2018-03 – 2022-03 — **Senior Fullstack Engineer**, *Consultant*

I am helping to make Observability accessible and pleasant. Main responsibilities:
- Developing and maintaining company's core product's backend using Scala, Akka and ZIO.
- Building and maintaining a frontend application using TypeScript, React and Redux.
- Implementing and maintaining a command line interface with Python.
- Integrating various data sources, including ElasticSearch, Splunk, AWS CloudWatch and Azure Monitor.

Main achievements:
- Helped the company to successfully ebrace remote work culture.
- Improved backend security by introducing Groovy script sandboxing and Java Security Manager policies.
- Architected and implemented a flexible system of plugins - StackPacks.

Coya AG, Germany

2017-10 – 2018-02 — **Senior Fullstack Engineer**, *Consultant*

I helped create a next-generation insurance company. Main responsibilities:
- Developing and maintaining core microservices using Scala/Akka and Cats.
- Building a responsive frontend application using Elm.
- Integrating Stripe.js into the frontend application.
- Introducing Wartremover to the backend codebase.

Ratel.io (Contactis Group Sp. z o. o.)

2016-05 – 2017-10   **Senior Fullstack Engineer**, *Consultant*

I was building an AI- & WebRTC-powered VoIP communications platform - Ratel. Main responsibilities:
- Architecting, setting up & maintaining the Ratel infrastructure using Docker and Ansible.
- Developing and maintaining several core microservices using Scala/Akka, Cats and PostgreSQL.
- Building and maintaining a WebRTC-heavy, JavaScript-transpiled TypeScript SDK.
- Developing a frontend application using TypeScript, React & Redux.
- Interviewing and mentoring new developers.

Main achievements:
- Introduced Wartremover and Scalastyle to most of the backend code to improve code quality.
- Built an open-source product SDK of which I am still a majority contributor.

Ubiquiti Networks

2014-10 – 2015-12   **Software Developer**, *Payments team*

I was developing the UCRM product (formerly airCRM) for Ubiquiti's WISP customers. Main responsibilities:
- Developing and maintaining a PCI-DSS-compliant payments processor in Clojure/Ring and PostgreSQL.
- Integrating with Authorize.Net, Stripe and PayPal payment gateways.
- Integrating payments with the rest of the UCRM billing system.
- Maintaining and refactoring of several other microservices in Python/Django as well as Erlang/OTP.

Open Source projects

2015-01 – present   **The `Spartan` programming language**

A programming language I started developing during my masters thesis research. The goal is to create a spartan compiler & a runtime system for a Lisp-like language including, among other features, hygienic macros, rule-based knowledge engineering and an actor-model-based concurrency runtime inspired by Erlang/OTP.

2015-11 – 2016-03   **λ-blog**

A static site generator *generator* written in **Clojure** & JavaScript emphasizing **customizability** & **hackability**. It features: composable HTML generators, Twitter Bootstrap, Markdown support & a hacker-friendly way to **override anything and everything** without much hassle.

Education

2014-02 – 2015-09   **Master of Engineering in Computer Science:**
Engineering of Intelligent Systems,
Faculty of Electrical Engineering, Automatics, Computer Science and Biomedical Engineering,
AGH University of Science and Technology, Kraków, Poland

thesis title   **Design of a programming language with support for distributed computing on heterogenous platforms.**

description   Project aims to develop a *platform aware* (as opposed to platform independent) programming language for distributed computing with automatic knowledge propagation in a highly dynamic, redundant & heterogenous environment such as the Internet of Things.

thesis grade   **5.0**/5.0

final grade   **4.5**/5.0

2010-10 – 2014-02   **Bachelor of Engineering in Computer Science**,
Faculty of Electrical Engineering, Automatics, Computer Science and Biomedical Engineering,
AGH University of Science and Technology, Kraków, Poland

thesis title   **Implementation of a virtual machine for functional programming languages with support for concurrent computing.**

description   Project based on the Three Instruction Machine (TIM abstract machine) with Actor Model extentions aiming for memory safety and high-speed asynchronous communication with no memory copying.

thesis grade   **5.0**/5.0

final grade   **4.5**/5.0

Hobbies

- Experimental computer archaeology
- Electronics & hardware design
- Programming Language design
- 3D printing & modeling