email@jeanmertz.com – jeanmertz.com

JEAN MERTZ

PROFILE

Currently a senior software engineer focused on the combination of high-level abstract APIs and low-level performance-driven systems. I am an avid learner and an excellent communicator. I am a pragmatic ethical engineer with a knack for software architecture, an eye for user experience and a capacity to lead. *Seeking* a remote lead individual contributor role where my passion for building *the right things* in the *right way* can help a team deliver a truly outstanding product.

CURRENT STATUS

OPEN FOR NEW OPPORTUNITIES AS OF AUGUST 2023

As of August 2023, my engagement with Grafbase is coming to a successful close, opening up availability for new client projects. I'm currently in the process of exploring new opportunities.

EARLIER WORK

GRAFBASE

Software Engineer Consultant   *April 2023 – August 2023*

In April 2023, I shifted from a role at Datadog to resume my freelancing and consulting career. As a contractor with the Grafbase team, I contributed to the development of edge-based GraphQL servers, primarily leveraging Rust and compiling the code to WebAssembly.

During my stint at Grafbase, I:

- Built a GraphQL connector, allowing to unify existing GraphQL APIs at th edge with Grafbase,

- improved the RFC process for the team to better plan for features,

- lead an (ongoing) project to open-source parts of Grafbase's tech stack.

DATADOG

Senior Software Engineer   *January 2021 – April 2023*

On February of 2021 Datadog – the worlds leading observability company – did a talent acquisition of one of my clients, Timber. As part of the acquisition, my role changed from a contractor at Timber, to a full-time employee at Datadog.

The work I did at Datadog changed relatively little, compared to my contract work at Timber. Most of my time was spent working on the open-source project Vector, developed using the Rust programming language.

More specifically, I was the lead developer of the Vector Remap Language DSL used to remap observability data in Vector.

In this capacity I have lead an engineering team, written and reviewed numerous RFCs, written large chunks of the language implementation, and initiated the VRL design document. In short, I have contributed significantly to a programming language that is used by the majority of Vector users, which includes many S&P 500 organisations.

Given that the code of Vector and VRL is open-source, all of my work is publicly available in the online repository.

TIMBER

Software Engineer Consultant   *January 2020 – January 2021*

I worked as a contractor for Timber, a start-up company changing the way that other developers use logs.

In the first six months, I mostly worked on an internal log management tool, written in Golang and Typescript, using React and GraphQL.

Later, I switched roles to work on an open-source high-performance observability data pipeline product, named Vector, written in Rust.

ONESIGNAL

Software Engineer Consultant   *May 2020 – November 2020*

I worked as a contractor for OneSignal, the market leading self-serve customer engagement solution for Push Notifications, Email, SMS & In-App.

At OneSignal, I worked as a senior Site Reliability Engineer working in both Golang and Rust.

BLENDLE

From individual contributor to CTO and back to a more engineering focused role.

Lead Software Engineer   *January 2019 – present*

- conducted numerous in-depth multi-hour interviews with candidates to find the right person to replace me as the CTO of Blendle,
- re-found my passion and refocussed my efforts on being actively involved in software engineering and architecture,
- stayed involved in non-technical duties such as the hiring process,
- collaborated with the product teams on software architecture decisions,
- built an automation system in Rust and WebAssembly for non-engineers.

Chief Technology Officer   *February 2016 – January 2019*

- was responsible for the engineering team and the software stack,
- collaborated in our hiring efforts,
- helped our engineers grow by coaching them and helping them in their personal development plans,
- helped foster a culture of software engineering and architecture,
- set out the technology roadmap in collaboration with the product roadmap,
- kept in close contact with our partners,
- worked closely with our product, marketing and operations divisions,
- introduced the Spotify model of "guilds" and led weekly check-in meetings,
- collaborated with Blendle's privacy & security officer on relevant topics.

Software Engineer   *January 2015 – February 2016*

- helped the adoption of software methodologies such as agile software development, test-driven development and pair programming,
- led a greenfield "Blendle Button" project written in Ruby and React,
- led the transition to a cloud-native Kubernetes-based infrastructure stack,

- focussed on optimising our communication and automating that which could,
- took on the role of scrum lead in several projects,
- built an in-house CI/CD pipeline on top of Jenkins and Kubernetes,
- collaborated on a high-performance Go-based even-driven email delivery system,
- built and integrated the "Blendle Premium" subscription service with payment service providers,
- built a high-performance Go-based analytics pipeline on top of Kafka.

ASM LITHOGRAPHY (ASML)

Software Engineer Consultant   *April 2014 – October 2014*

I worked as a consultant from Kabisa ICT for the Dutch lithography company ASML. During my stint at ASML I worked with Ruby, Perl and Windows Batch scripts. I also worked on an enterprise scale Jenkins CI/CD setup and took on the role as a scrum master within our division.

KABISA ICT

Software Engineer   *September 2012 – January 2015*

I worked on multiple projects, both in-house and on-site at customers. My main language of choice was Ruby, combined with the Rails framework, but there were some other languages as well (including JavaScript) and there was a not insignificant focus on infrastructure as code using Unix, Chef, Puppet and later Ansible and Docker.

FREELANCER

Software Engineer   *April 2009 – September 2012*

In my early years after graduating I worked as a freelance software engineer, doing mostly contract jobs for local companies. I used languages such as PHP, Ruby, HTML/CSS and JavaScript to write custom CMS systems, mailing list systems, and maintained websites for customers.

EDUCATION

ZUYD UNIVERSITY OF APPLIED SCIENCES, THE NETHERLANDS –
BACHELOR OF APPLIED SCIENCES, 2005 – 2009

SKILLS

Languages

Ruby, Golang, Rust, HTML/CSS, Groovy, JavaScript, PHP, Swift, C, TypeScript, LUA, Elixir, WebAssembly.

Software

Kubernetes, Terraform, Git, Kafka, Unix, Docker, Rails, Sidekiq, Google Cloud, Prometheus, Ansible, Amazon Web Services, etcd, Vault, Nomad.

Soft Skills

Adaptability, Collaboration, Communication, Conflict management, Creativity, Critical thinking, Decision making, Desire to learn, Flexibility, Focus, Leadership, Listening, Mentoring, Motivating, Problem-Solving, Project management, Time management, Troubleshooting, Work ethic, Writing skills.

PROJECTS

YouTube Code Sessions, Rustic Games (w.i.p.), Conference talk, Jilu (rust), Conventional (rust), Automaat (Rust/WebAssembly), Hubbit (Ruby), go-streamprocessor (Golang), Kubecrt (Golang).