

# JEAN MERTZ

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## 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 the 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 refocused 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 event-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).