MART ORUAAS

PERSONAL INFORMATION

*Born in Estonia,*16 November 1976

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EDUCATION

1995-2001	Tallinn Technical University
Bachelor of Science	Informatics

PROFESSIONAL SKILLS

Distributed systems	Protocol design, reliability, performance and security of distributed systems.
Information security	Practical experience in implementing security protocols and hardening application software.
Programming languages	C, C++, Java, Scala, Ruby, Python, SQL (including its procedural variants), JavaScript.

WORK EXPERIENCE

2014–Present   Software Engineer, CYBERNETICA — Tallinn

Cybernetica AS

Working on information security related software projects.
Competencies: *C++, Java, Python, distributed and concurrent programming, algorithm and protocol design*

2013–2014   Freelance software engineer

Worked as software developer for several early-stage startups.
Competencies: *C++, Python, algorithm design*

2012–2013   Software Architect, GRABCAD — Tallinn

GrabCAD

Software Architect in GrabCAD Tallinn development office. Responsible for structuring, scaling and securing GrabCAD backend services.
Competencies: *Web application development, scaling and securing. Working with large deployments on cloud infrastructure. Running a team in DevOps mode.*

2008–2012   Senior Core Library Developer, SKYPE — Tallinn

Skype Engineering Ltd.

Architect and developer of Skype Core Library, the cross-platform C++ runtime that implements most of functionality found in Skype clients. Responsibility areas included low-level networking and P2P media and signalling transport protocols. Took part of design and implementation of transport layer for Group Video Calling feature. For the last three months I was employed as Principal Software Development Engineer in Microsoft Corporation.
Competencies: *C++, Python, IP networking, distributed and concurrent programming, semi-realtime software systems, algorithm and protocol design*

2005–2008   Senior Backend Developer, SKYPE — Tallinn

Skype Engineering Ltd.

Architect and developer of several Skype serverside components, including the ones responsible for call signalling and media transport. Majority of the work involved writing and maintaining large C++ codebases and supporting operational staff in maintaining applications built from those codebases.

Competencies: *C++, Python, IP networking, distributed and concurrent programming, semi-realtime software systems, algorithm and protocol design*

1998–2005   Computer Engineer, Pankade Kaardikeskus — Tallinn

Pankade Kaardikeskuse AS

Evolved from network manager to lead software engineer over time and got involved in nation-wide payment network redesign efforts. This company is today known as Nets Estonia.
Competencies: *UNIX/Linux, C/C++, Java, Windows, protocol design, standard development, data security*

1992–1998   Computer Technician, Spin TEK — Tallinn

Spin TEK AS

Part-time job, consisted mostly of computer and network repair and management.
Competencies: *Windows, Linux, Novell Netware, IP and IPX networking*

PUBLICATIONS

December 2003   Security Analysis of Proposed E-voting System

Estonian National Electoral Committee

E-hääletamise kontseptsiooni turve: analüüs ja meetmed, EH-02-01.
Authors: Arne Ansper, Ahto Buldas, Mart Oruaas, Jaan Priisalu, Anto Veldre, Jan Willemson, Kaur Virunurm

OTHER INFORMATION

Awards   2015 · Amazing Newcomer award of Cybernetica AS

2005-2012 · Multiple collegiate awards of Skype Technologies Ltd.

Languages   ESTONIAN · Mothertongue

ENGLISH · Fluent in everyday and professional use

RUSSIAN · Basic (everyday spoken use, simpler newspaper text)

Interests   Sailing · Running · Mountain biking

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