

Maja Bojarska

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Software engineer with 6+ years of diverse engineering experience. Well-versed in the development and operations of custom Kubernetes solutions, APIs, and large scale, distributed systems.

Experience

Senior Platform Engineer

📍 Wrocław, Poland (remote)

Akamai Technologies

📅 Sep 2023 — Present

Working on the [Linode Kubernetes Engine](#) — a managed Kubernetes platform.

- Developing dedicated K8s control plane components, and building controllers around the [CAPI](#) framework.
- Building REST APIs, client SDKs and ORM for SQL-based DBs.
- Regularly coordinating product releases across multiple development and testing teams, time zones, and 30+ regions.
- Responding to technical incidents and providing expertise for general customer inquiries.
- Writing product documentation (both internal and [external](#)).
- Preparing and presenting technical deep dives on the product's architecture, new features, and dev tooling.
- Mentoring junior engineers to help them grow their engineering skillset.
- Representing the product team on student job fairs and CNCF conferences.
- Conducting university lectures on the topics of containerization, Kubernetes, and software development practices.

Cloud Software Engineer

📍 Gdańsk, Poland (remote)

Intel Corporation

📅 Jul 2022 — Aug 2023

Worked on the [Intel® Geti™ Platform](#) — a Kubernetes-based edge solution for building computer vision models.

- Developed a multitude of APIs based on Python, Go for WASM (tinygo), PostgreSQL, SpiceDB and S3-compatible storage.
- Leveraged a variety of DevOps/orchestration technologies on a daily basis (Docker, K3s, Helm, Ansible, Jenkins).
- Lead an agile, cross-domain squad of 8 engineers, while shipping an observability feature set — built around [OpenTelemetry](#) and the [LGTM stack](#)
 - Integrated telemetry instrumentation into microservices.
 - Planned and prioritized the squad's activities, communicated risks, facilitated cross-team communication and change integration. Secured development and testing infrastructure.
 - Tracked, reported and presented the execution progress via monthly product demos.

Software Developer in Test

📍 Wrocław, Poland (hybrid)

Dolby Laboratories

📅 Jan 2022 — Jun 2022

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Associate Software Developer in Test

📍 Wrocław, Poland (hybrid)

Dolby Laboratories

📅 Mar 2020 — Dec 2021

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Test Automation Intern

📍 Wrocław, Poland (on-site)

Dolby Laboratories

📅 June 2019 — Feb 2021

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Education

Wrocław University of Science and Technology

B.Sc. Computer Science

📅 2017 — 2021

Thesis title: Application for Visualization of G-code in FDM 3D Printing Technology ([PDF](#), [source code](#))

- Developed a 3D cartesian robot kinematics simulation engine, which enabled the inference of nozzle travel paths, and print layers, within the temporal domain, based on an input G-code sequence.
- Designed and implemented a custom, procedural 3D graphics generation algorithm for real-time, hardware-accelerated visualization of fused material deposition outcomes.
- Explores novel print job analysis capabilities, with the goal of visually communicating print layer characteristics like feed rate, layer thickness, and nozzle temperature.

Personal projects and non-profit activity

Wrocław Hackerspace

📍 Wrocław, Poland

📅 2025 — present

I'm a member of the [Wrocław Hackerspace](#), a non-profit community of engineering enthusiasts, promoting free exchange of knowledge, and supporting education and arts.

- Continuously maintaining and improving our shared, physical workshop and computing infrastructure.
- Mentoring university students and children on anything from soldering basics, to software development.

Personal Blog

🌐 <https://majabojarska.dev>

📅 2025 — present

This blog is my writing outlet for interesting technical topics. It's where I keep a log of activities, share information about my projects, and keep a living collection of notes.

Self-hosted infrastructure

🌐 <https://majabojarska.dev/posts/homelab-notes>

📅 2019 — present

I maintain a [personal fleet of Linux-based servers and hypervisors](#) for fun, learning, and personal use.

- It's grounds for my hands-on learning and experimentation.
- Mostly based at home, with several off-site compute and storage locations.
- Currently running [PVE](#), [NixOS](#), and [K3s](#) as the platform foundations.
- One of the few engineering projects where I'm not bound by an NDA. I'll gladly share every detail, ask me about it!