

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.
- Leading the development of new platform features, from design to deployment.
- Regularly coordinating product releases across multiple teams, time zones, and 30+ regions.
- Responding to technical incidents and providing expertise for general product inquiries.
- Writing product documentation (both internal and [external](#)).
- Conducting internal 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.
- Giving university lectures on the topics of containerization, Kubernetes, and software development practices.
- Guided 20+ technical interviews for platform engineer position candidates.

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 Python and Golang backend services. Integrated with PostgreSQL, SpiceDB and S3-compatible storage.
- Used 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, facilitated cross-team communication and component interoperability.
 - Tracked, reported and presented the execution progress via monthly product demos.

Software Engineer in Test

📍 Wrocław, Poland (hybrid)

Dolby Laboratories

📅 Jan 2022 — Jun 2022

- Developed new image analysis procedures for automated extraction of playback characteristics in the temporal, spatial, and chromatic domains. Applied computer vision techniques for object recognition, pose estimation, feature extraction, and optical character recognition.
- Designed and implemented a scalable, virtualized infrastructure, built around Proxmox VE (QEMU/KVM) and CI pipelines. This provided the team with dedicated, reproducible development and testing environments at a time when the product's hardware was in a bare-bones design phase.
 - Maintained the hypervisors, trained the team, documented day-to-day operations and runbooks.
 - Coordinated the retrofitting of custom hardware peripherals into the virtualized infrastructure.

Associate Software Engineer in Test

📍 Wrocław, Poland (hybrid)

Dolby Laboratories

📅 Mar 2020 — Dec 2021

- Lead test automation efforts for the visual domain of digital cinema systems. Designed a physical test system for unattended signal acquisition, automated compliance testing, and common failure mode detection.
- Conducted a multitude of training seminars and tech talks, covering the topics of image processing, computer vision, and many aspects of the Python ecosystem.

Test Automation Intern

📍 Wrocław, Poland (on-site)

Dolby Laboratories

📅 June 2019 — Feb 2021

Worked on the Dolby Cinema hardware product line.

- Maintained Python client libraries abstracting SOAP APIs for digital cinema subsystems.
- Developed product test suites and automated them through the pytest framework.
- Designed and implemented tools for generating synthetic, visual test signals, for the digital cinema environment.

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](#))

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

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 workshop and computing infrastructure.
- Mentoring university students and children on anything from soldering basics, to distributed systems.

Personal Blog

🌐 <https://majabojarska.dev>

📅 2025 — present

My writing outlet for the exploration of interesting technical topics. It's where I keep a log of activities, share 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.

- Environment for hands-on experimentation, and self-hosting services.
- Mostly based at home, with several off-site compute and storage locations.
- Currently running PVE, NixOS, and K3s, OPNsense as the platform foundations.
- One of my few engineering projects that aren't bound by an NDA. I'll gladly share every single detail, ask me about it!