Marek Ventur

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I have worked for different companies and industries, such as tech giant IBM and music industry disruptor Last.fm. At the moment I'm creating games for gaming startup Gamevy.

I combine **full stack tech experience** with the practical knowledge of **data services and web infrastructure**.

Skills

- **Backend Development**: Node.js, Python, Java, PHP
- **HTTP infrastructure**: Apache, nginx, Websockets, load balancing
- **Frontend Development**: JS, CSS, React, HTML5 Game Development
- **Operations**: Server administration, CI, scaling, automation, monitoring
- **Data analysis**: Reporting, Hadoop/Hive, Big Query, SQL, web analytics
- **Bilingual**: English, German

Selected projects

- **Reporting infrastructure**: ETL service for normalising and pushing game data to Google Big Query.
- **Rohrpost**: PubSub-to-Websocket server build for one of Gamevy's multiplayer games. Designed to separate long lasting websocket connections from backend services and to handle automatic load balancing, server restarts and backend handover during deploys - github.com/Gamevy/rohrpost-server
- **Realtime Scrobbles**: How many users are listening to what music in which country? Second-level-resolution of Last.fm's "currently listening" data fronted by a custom load-balancing infrastructure
- **PIXI Packer**: Assets packer focused on small download sizes and speed. Reduced build time of Gamevy's games by 50% - github.com/Gamevy/pixi-packer
- **Monte Carlo**: Game simulation framework designed to speed up testing of new game concepts - github.com/Gamevy/monte-carlo

Employment history

Gamevy (Aug 2013 - Present), London
Senior Developer and Game Producer

As the first non-founder to join Gamevy I've worked on game design, HTML5 frontends, backend infrastructure and operations

- **Developing game concepts** for the majority of Gamevy's games to date.
- **Project management** from customer request to delivery
- Creating playable **prototypes and simulations** as well as the probabilistic maths to verify their correctness
- **UX**: Making sure that Gamevy's games not only look great but are also easy to understand and a fun to play
- Implementation of **backend** infrastructure in accordance with gambling regulations
- Implementation of **game frontend** for both mobile and desktop via HTML5. Frequent contributer to PIXI.js
- Creation of **infrastructure** for continuous deployment, scaling, monitoring and auditing

Last.fm (Oct 2011 - Aug 2013), London
Web and Data Developer

Back-end and focused (Hadoop, Java and PHP) with occasional front end projects

- Refactoring and enhancements for Music Manager, a platform for labels that supplies most of Last.fm's streams
- **Data research** (Hadoop, Hive, SQL)
- Refactor of a chart-image generator service, serving millions of requests per day
- Maintenance of infrastructure that handles user-uploaded images
- Suggested, prototyped, designed and implemented main parts of Last.fm's **realtime charts infrastructure** that provided up-to-the-second resolution
- Participated in major redesign project

IBM (Oct 2008 - Nov 2011), Germany
Corporate Student Program

Project work in various IBM teams combined with an integrated university BSc program

Education

Baden-Wuerttemberg Cooperative State University Mannheim (Oct 2008 - Nov 2011)
BSc Science, Business IT