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Currently working for [Meta's Reality Labs](#), building the next generation of avatar editors. Before, I have worked for [AWS's](#) machine learning org, and [Amazon Retail](#). I've also been a day-1 employee at gaming-startup [Gamevy](#) and data engineer at the music website [Last.fm](#). I've received my Bachelor while working at [IBM](#).

I have worked on petabyte-scale databases all the way to one-off game prototypes. I love working between teams and learning from people with wildly different skills.

In my spare time I'm part of the team that organises [Electromagnetic Field festival](#) and you can find me at traveling around the world on off-years.

Backend

Java, Kotlin, Python

Frontend

JS, WebGL, HTML, CSS

Data

SQL, Hadoop, PyTorch

Languages

English, German, (Spanish)

Selected projects

Frame classification: Categorizing Java methods by using unsupervised learning.

Anomaly Detection: Prototyping, designing and launching CodeGuru Profiler's [Anomaly Detection](#) feature.

Launching an AWS service [Amazon CodeGuru Profiler](#). Leading UI and UX work

Petabyte-scale database: Worked on low latency data store that acted as an entry point to Amazon's product pipeline, using one of the largest DynamoDB tables worldwide

Employment history

Meta, Reality Labs (July 2021 - Present), London

Technical Lead

Launched a unified avatar editor across FB, Messenger, Instagram and Web, shortly after our team was spun up in London.

- Facilitating **cross-functional** and **cross-team** explorations and work.
- Helped grow our team from 3 to 16 engineers

Amazon / AWS Machine Learning (Oct 2017 - May 2021), London

Software Development Engineer

Working on services that enable Amazon's massive product catalog, later moved to AWS Machine Learning to launched Amazon CodeGuru Profiler

- Launched new AWS service
- Leading **UX/UI** for the AWS console component and the profiler visualizations.
- Prototyped, developed, designed and launched **anomaly detection** feature
- Strong focus on **performance optimisation**

Gamevy (Aug 2013 - Sep 2017), London

Software Engineer/Project Manager

As the first-day engineer at startup Gamevy I've worked on game design, frontend, backend and operations, as well as acting as project manager. Frequent contributor to [PIXI.js](#).

- **Developing game concepts** for the majority of Gamevy's games to date.
- **Project management** for various games
- **Probabilistic modelling** to verify mathematical correctness

Last.fm (Oct 2011 - Aug 2013), London

Data Engineer

Initially hired as front-end engineer, I quickly moved to join the data team.

- **Data developer** (Hadoop, Hive, SQL)
- Designed and implemented main parts of **realtime charts**

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

While working for [IBM](#), as part of a corporate student program