Marek Li-Ventur

Staff Engineer

marekventur.com | mail@marekventur.de | github.com/marekventur

In my 18 years of experience across a wide range of companies and teams I have helped teams ship various projects, with a focus on ML and Frontend development. My goal is to bridge the gap between technical and product roles, as well as push for high operational and quality standards.

I have worked on petabyte-scale databases and million-requests-per-second APIs, all the way to one-off game prototypes. If I can spent a bit more time to build an internal tool to make a repetitive process faster, I will do it.

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	Frontend	Data	Languages
Python, Java, Kotlin, Hack	JS, HTML, CSS, Android	SQL, Hive, PyTorch	English, German

Selected projects

Avatar Creation: Create avatars from user provided images via ML.
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 one of the largest DynamoDB tables worldwide

Employment history

Meta (July 2021 - Present), London
TL/Staff Engineer

Worked on avatar creation for Meta's Reality Labs, as well as on API efficiency in the Facebook team

- Lead multiple large technical projects, often working between teams and roles, connecting technical artists, ML teams and product owners.
- Launched vision-based avatar creation flows, significantly reducing time to avatar creation.
- Helped Facebook teams to reduce capacity spends by millions of dollars by predicting prefetch utilisation and shifting traffic patterns to opportunistic server tiers
- Helped grow the London Avatar team from 3 to 30+ engineers
- Co-inventor for two (pending) patent applications

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 contributer 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