

Kontakt

gpiowarek@gmail.com

www.linkedin.com/in/gpiowarek
(LinkedIn)

Główne umiejętności

Vibe Code Rescue Cleanup
ClickHouse
Networking

Languages

Polish (Native or Bilingual)
English (Full Professional)

Certifications

Functional Programming Principles
in Scala
Principles of Reactive Programming

Grzegorz Piwowarek

Distributed Systems Expert | Java Champion | Oracle ACE
Warszawa, Woj. Mazowieckie, Polska

Podsumowanie

I'm a hands-on, battle-tested software engineering leader who thrives at the intersection of architecture, reliability, and developer experience. I specialize in helping teams get distributed systems right at scale, making systems more reliable, maintainable, and deliverable faster.

I've had the privilege of training over 80 teams, delivering over 150 technical presentations, and mentoring engineers across industries. I've helped them level up in everything from architecture and performance to CI/CD and debugging weird race conditions at 3 a.m.

I am a:

- Java Champion
- Oracle ACE ♠#
- Warsaw Java User Group leader
- Vavr project leader
- JDD Program Committee

Don't hesitate to reach out - let's see if I can help you with something.

Keywords: AWS, Java, Golang, distributed systems, scalability/reliability/maintainability, microservices.

Doświadczenie

4Comprehension

Owner

2017 - Present (9 lat)

Providing strategic technical guidance and advisory services to clients, as well as workshops and mentoring for teams.

Delivered over 80 hands-on workshop sessions over the last 9 years and over 140 public talks.

Bound

Senior Software Engineer

października 2024 - Present (1 rok 5 mies.)

London Area, United Kingdom

Shaping the architecture of event-driven distributed systems to balance reliability, consistency, and scalability.

Bottega IT Minds

Trainer / Consultant

stycznia 2018 - Present (8 lat 2 mies.)

Quesma

Founding Engineer

stycznia 2024 - września 2024 (9 mies.)

Warsaw Metropolitan Area

Shaping the foundations of the new product - a database gateway.

I designed and implemented:

- the first iteration of Quesma (PoC, L4/L7 proxy MVP)
- ingest statistics analyzer with field-type inference
- the ClickHouse table discovery system
- the internal Elasticsearch/Clickhouse router
- the internal data representation mechanism
- CI automation using GitHub Actions
- set up tooling increasing developer productivity (scripts/merge queue/bots)
- set up tooling for IP compliance (CLA automation, NOTICE.MD generation)

miim

Principal Engineer

listopada 2022 - czerwca 2023 (8 mies.)

United States

I was responsible for the overall state of the real-time streaming backend/architecture backing <http://miim.ai>. Reported directly to the CEO.

I managed to:

- identify and solve spurious data consistency issues in the Hazelcast streaming jobs

- design and roll out concurrent modification mechanisms for live data
- redesign and reimplement unstable multi-tenant database migration mechanism
- design and roll out MVP of a public-facing REST API
- address core issues of unstable video proxies
- spearhead architecture redesign of the core system

Hazelcast

3 lata

Lead Architect

lipca 2021 - listopada 2022 (1 rok 5 mies.)

Palo Alto/USA

As a part of the CTO's Office, I had a chance to revisit the architecture and engineering practices of the Hazelcast Cloud, as well as contribute to the overall shape of the product and the engineering organisation.

- introduced CI/CD and decreased the release cycle from a few months to a few hours
- modernized automation and infrastructure
- reshaped the product into a new cloud offering: Viridian
- represented the company at multiple international conferences in Europe and USA
- worked as a part of the core team focusing on the next thread-per-core and cloud-first generation of Hazelcast

Senior Software Engineer

grudnia 2019 - lipca 2021 (1 rok 8 mies.)

Palo Alto/USA

I was responsible for the research and development of Hazelcast IMDG client/server GraalVM integration, Quarkus Hazelcast Client, and Hibernate 2LC integration.

Besides the above, I introduced environment variables-based configuration into Hazelcast IMDG and squished classloading bugs.

Finally, I was a part of the core team researching and prototyping a new service-mesh-like product providing service discovery, reliable service invocation, distributed transactions, workflow orchestration.

Using Go and low-level Java as main languages.

Casumo

1 rok 11 mies.

Software Architect

sierpnia 2019 - grudnia 2019 (5 mies.)

Malta

Developed and provided architectural direction for a highly-transactional event-sourced system comprising of more than 150 independent services.

Lead Software Engineer

maja 2018 - sierpnia 2019 (1 rok 4 mies.)

Malta

As a lead software engineer, I had a chance to lead three teams, participate in multiple technical projects centered around improving the scalability/resilience of existing systems, and breaking up a monolithic system into autonomous microservices - always hands-on.

I led the initiative of ensuring strict consistency for multiple node deployments of the central component of the Axon-based event-sourced system handling up to 1000 TPS. A legacy component became deployable at will without any impact on the users which enabled its fast modernization.

Modernized Jenkins-based CI/CD pipelines by introducing parallel builds which resulted in saving minutes of time on each pipeline execution.

Recruited, assembled, and coached a team of top engineers that tackled performance/scalability and issues with legacy components that remained untouched for years.

Saved engineers' time and sanity by revisiting the recruitment process.

Planned, and organized an effort for establishing an externally-visible tech culture.

Represented the company on prestigious international events like OracleCodeOne, OracleCode LA, Devoxx, GeeCON.

Technological stack: Java 11, Kotlin, Groovy, RabbitMQ, Docker, Axon, Spring Boot, Consul, HAProxy, Pact, Jenkins

Senior Software Engineer

lutego 2018 - maja 2018 (4 mies.)

Malta

Developing a highly-transactional event-sourced system comprising of more than 150 independent services.

Baeldung

Lead Technical Editor

maja 2016 - października 2018 (2 lata 6 mies.)

Managing and leading the team of 10 technical editors and 4 software developers

TouK

Software Engineer

lutego 2014 - stycznia 2018 (4 lata)

Warsaw, Masovian District, Poland

Done everything that was needed. Analysis, offer preparation, development, leadership, on-site consultations for over 8 different clients.

Most notable projects:

- developed a highly-scalable Kafka-based message broker powering Allegro and their infrastructure consisting of more than 600 independent services (<http://hermes.allegro.tech>).
- developed an OSGi-based integration platform for one of the biggest GSM providers in Poland. The final project involved over 50 JVM instances running OSGi, Apache Karaf and Fabric8 applications built with CXF, Quartz, Ehcache, Codahale Metrics, Oracle UCP, ActiveMQ, Zookeeper. Introduced the company to declarative provisioning of JVM containers with Mesos and production monitoring based on ELK/InfluxDB/Grafana.
- developed and deployed Uber integration for FOLX - a mobile GSM operator, using technologies such as AWS, Microservices, Kotlin, Spring Boot.
- led the development of the home-grown cloud-based document recognition software.

ICOMPASS

Java Developer

czerwca 2013 - marca 2014 (10 mies.)

Warszawa, woj. mazowieckie, Polska

Developed a mPOS system for the financial sector using Java 7, Spring, and AngularJS.

Hspin Yoyo GmbH
Developer/Competitor
stycznia 2008 - lipca 2011 (3 lata 7 mies.)
Switzerland/Worldwide

Technical design of new products, prototyping.

Represented the company as an on-stage competitor, judge and official representative during yoyo-related competitions and conventions around the world including USA, Hungary, Germany, Italy, UK, Czech Republic, Switzerland, and Poland.

Wykształcenie

Warsaw University of Technology
Bachelor of Science (BSc), Computer Science · (2009 - 2015)