Mateusz Gajewski

Experienced staff software engineer, contributor & open-source maintainer.

Contact

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Location: Warsaw, Poland / remote

I am an experienced staff software engineer, architect & open-source contributor, interested in designing and building high quality, scalable, low-latency, distributed systems. I'm programming in various languages and using many different technologies, always trying to find the right tool to a given problem. I enjoy working with simple and modern software, therefore I spend a lot of my energy improving it for others. Up-to-date list of publications, certifications, attended conferences and courses are available on my LinkedIn profile.

Skills

• Java up to 21 (low-level)

• Trino/PrestoSQL/Hive

Go

• distributed systems

• microservices

containerskubernetes

• domain-driven design

• performance engineering

· security engineering

• process automation

• reverse engineering

Experience

2019 — now Staff software engineer, open-source contributor & maintainer

Starburst Data / Boston, Warsaw / Remote

Keywords: Java [11, 21), Maven, Kerberos, data processing, MPP, reverse engineering

Leading a team of up to 6 engineers, improving <u>Trino query engine</u> and <u>Starburst Enterprise</u> connectivity. Contributing both the open-source Trino and closed-source enterprise distribution. Automated most of the boring staff. Upgraded both products to JDK 17 and JDK 21. Worked on performance, security, troubleshooting, testing infrastructure, release automation and system tooling.

2017 — 2019 Consultant, advisor, mentor

various startups & SMEs / Warsaw / Remote

Keywords: system design, distributed architectures, strategic DDD, event storming

As an advisor I worked with different companies (of various sizes and maturity) to help them gain skills needed for transforming their culture, technology stack, architecture, processes and systems while introducing innovative technologies to the existing systems. I mentored teams, leads and architects on how to build scalable, extensible architectures while integrating them with legacy systems. My work involved conducting technical due diligence, technical debt assessments, workshops and trainings.

2009 — 2017 Solution architect, staff software engineer

Allegro / Poznań, Warsaw

Keywords: Java, PHP, microservices, OCI, Mesos, domain-driven design, monoliths

During my 8 years in Allegro, I've worked on both the old monolith application (16M+LoC in PHP/C++) and as a first solution architect in the company, I've lead an initiative to

design and execute on new architecture idea that eventually led to breaking large, monolithic platform into the set of 1000+ microservices deployed on the container orchestration platform. During this time, I've been conducting workshops and trainings, teaching new technologies and methodologies. I was mentoring teams, leading R&D projects, speaking at conferences and hiring new engineers.

Education

2009 — 2013 Computer science

University of Technology / Poznań

Open-source projects

• Trino (previously known as PrestoSQL)

Java / github.com/trinodb/trino

I'm contributor and maintainer of the open-source, massively parallel SQL-based query execution engine. I've upgraded project to JDK 17 and recently to JDK 21. I have also improved it's testing infrastructure based on Testcontainers and migrated most of the project dependencies to the latest versions (i.e. Javax to Jakarta).

• chrome-protocol-proxy

Go / github.com/wendigo/chrome-protocol-proxy

Tool that makes it easier to work with the chrome debugger API while developing tools and integrations with it.

• go-bind-plugin

Go / https://github.com/wendigo/go-bind-plugin

go:generate tool for building golang 1.8+ plugins and generating wrappers around exported symbols (functions and variables).

Languages

- Polish (native)
- English (advanced)

Interests

- · weightlifting, cycling and swimming,
- supporting pro-democratic initiatives,
- attending live music shows, watching sci-fi tv shows,
- type_{sett}ing and typography

This resume was carefully crafted using typesetting system typst 0.9.0. Current version and sources at github

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