

Mateusz Gajewski

Software engineer, solutions architect, mentor & lead

Contact

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Executive summary

I am an experienced software engineer, architect & tech lead interested in designing and building high quality, scalable, low-latency, distributed systems. I code in various languages and use many different technologies and architectures, always trying to find the right tool to solve given business problem.

In everyday work I follow principles of [Lean Product Development](#) and [Software Craftsmanship](#) both to enjoy work and deliver high quality solutions. While working with different organizations I utilized [Systems Thinking](#) approach to problem solving and introduction of changes to structure and processes. Up-to-date list of publications, certifications, attended conferences and courses are available on my [LinkedIn](#) profile.

Experience

06.2017 - now Various startups & SMEs Poland

Self-Employed Consultant / Advisor

As an advisor I work with different companies (of various sizes and maturity) to help them gain skills and know-how needed for transforming their organizational culture, technology stack, architecture, processes and systems while maintaining business goals orientation.

I teach teams, leaders, architects and managers how to build scalable, extensible architectures integrated with their legacy systems while changing organizational culture in parallel with technical changes. My work involves conducting technical due diligence, technical debt assessments, helping aligning business and technical objectives, providing workshops and trainings, serving as a change agent and mentor.

My core toolset includes techniques like [Strategic Domain Driven-Design](#), [Systems Thinking](#), [Lean Product Development](#), [Event Storming](#), [Value Stream Mapping](#).

11.2017 - 02.2019 [Chatforce](#)/ mAccelerator Warsaw

Chief Architect

During the course of 14 months I was involved in building technical part of a AI-based startup (NLP-based chat bots platform). I've designed overall architecture, developed standards and procedures, automated CI/CD pipelines and built multiple core services in Kotlin and Golang. Whole system was event-based, deployed on Kubernetes and leveraged ML services from the Google Cloud Platform offering.

- 09.2015 - 05.2017 Allegro Group Warsaw
- Solutions Architect & Team Lead (Marketing, Advertising & Content Systems)**
- During my last months of work in Allegro I was responsible for assessing, auditing and choosing new ad-serving platform for Allegro. During this period I've conducted several meetings with external providers gathering requirements and specifying technical RFP.
- Before that I was involved in building PPC platform (Pay-Per-Click) known nowadays as Allegro Ads. In this project I was responsible for business analysis, overall system architecture, selections of technologies, initial teams setup and building various Proof of Concepts. Most of my time was spent coding, mentoring and conducting internal trainings.
- 07.2013 - 08.2015 Allegro Group Warsaw
- Solutions Architect (Financial & Payments Systems)**
- During this period I was involved in Project Rubicon which was the successful refactoring of Allegro's legacy system (12M+ LoC in the PHP/C/C++) into scalable, micro-services based architecture (JVM-based). I was the author of initial requirements and high-to-low level architecture of the whole system. Upon completion of the design I was honored to become first Solutions Architect in the company. During the 2 year period I worked with 6 agile teams from 3 different locations and 2 business domains (finance and payments systems) on rewriting parts of the legacy system. In the finance domain we had successfully deployed new billing, invoicing, debt collecting, pricing and discounting services. Whereas in the payments domain we've managed to built from the ground up new integration with external PSP (PayU) reducing overall complexity of the system. During the project I was responsible for the architecture, performance, capacity of new services and quality of the code. I've conducted multiple internal training sessions on new technologies, frameworks and languages.
- 11.2011 - 06.2013 Allegro Group Poznan
- Expert Programmer**
- The main goal of the project P520 during that time was to identify possible ways of rewriting Allegro platform's core written in PHP 4.x. During the course of several months as an agile team member I've implemented various PoC's in PHP 5.x, Java 6 and C and as a team we have successfully integrated rewritten parts of the platform with the legacy system.
- 06.2009 - 10.2011 Allegro Group Poznan
- Programmer, Senior Programmer, Application Incident Manager**
- As a member of Maintenance Team I was given the responsibility to design and implement Incident Management process according to ITIL v3 best practices. During the 2 years period I handled major incidents and failures, prepared and tested switchover and failover procedures, refactored parts of the system to increase both overall performance and stability.

As a senior programmer I was involved in the Project Hailstorm which was a successful effort to increase overall platform capacity by sharding main Oracle database and moving most of the data operations (joins, projections) to the application level. During the course of the project I've designed and implemented task queueing system (CAST) that allowed asynchronous processing of users' requests. CAST was replaced in following years with Hermes system, based on Apache Kafka, which I also originally designed.

Skills

- Systems:** Java, Kotlin, Golang, Javascript, Python, PHP, Spring Boot, Hibernate, React.JS, Mesos, Kubernetes, CockroachDB, Google Cloud Platform, Amazon Web Services, 12 factor, Hexagonal Architecture, Tactical Domain-Driven Design, Performance Engineering, Containerization.
- Architectures:** Microservices, Lambda & Kappa Architectures, Event-driven Architectures, SAGAs, Evolving Architecture, Systems Thinking, Value Stream Mapping, Event Storming, Containers Orchiestration, Service Meshes, No/New-SQLs, Cloud Native, Strategic Domain-Driven Design.
- Teams:** Agile (Scrum, Kanban), mentoring, leadership, conducting workshops and trainings
- Other:** Giving public talks, building communities, employer branding, mentoring, working with vendors

Education

- 2009-2013 Poznań University of Technology, Computer Science, Faculty of Computing
- Bachelor Degree in Computer Science**
- Thesis: Webpage performance monitoring system

Activities

During my free time, I enjoy listening to live music, watching TV shows, playing card games, riding a bicycle and traveling to distant locations. As an entrepreneur soul I socialize with people a lot and engage in various communities like empowerment programmes, conferences, meetups and startup weekends as a mentor.

Occasionally I give public talks on various topics and help organize meetups in the IT community.

I hereby give consent for my personal data included in my application to be processed for the purposes of the recruitment process under the Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural persons with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (General Data Protection Regulation).