Piotr Gabryjeluk: web engineer

Summary

- Broad experience: ad technologies, web development, API and CLI development, deployment tools, service reliability, web usability

- Multiple programming languages (Python, JavaScript, PHP, Java, C++)

- Deep understanding of layered systems (web apps, network stack, template systems)

- Enjoying agile environment (delivering often, failing quickly, improving by learning)

- Eagerly sharing my experience within the team, I love to coach and on-board people

- Striving to understand the problem before solving it

- … and then looking for the right solution (not always the easiest or the most advanced one)

- Master's degree in Computer Science

Contact information

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- GitHub: http://github.com/gabrys

Experience

Please check my LinkedIn profile for details on each role.

Production engineer at Facebook (2017-2019)

I executed OS upgrades (including kernel) on Facebook's CDN that spans multiple locations across the world while keeping Facebook reliably accessible for all users.

I made the process much safer (by adding tests, healthchecks, and checks) and 3-4 times faster (also easier to measure the actual speed). My work enabled Facebook to react more quickly to kernel vulnerabilities by allowing to rollout new kernels to CDN very quickly. I maintained the documentation of the process.

Software engineer at Fandom (2016–2017)

My team developed a PHP frontend application on top of existing REST APIs including WordPress. I helped the team do that, while also working on the deployment of the application using Docker and Kubernetes.

SEO software engineer at Wikia/Fandom (2015–2016)

I helped organize the newly-created team (previously just one developer) by creating Kanban boards, introducing stand-up meetings and working with product owners to better scope the work.

I worked on SEO tooling and SEO monitoring automation and SEO improvements such as improving HTML title structure, HTTP status codes and fixing HTTP redirects.

I also rewrote the mechanism for generating XML sitemaps making it 3-4 times faster, simpler and easier to maintain. I added a set of tests to make sure there were no regressions were introduced in the new mechanism; and to enable sitemap monitoring after the rollout.

Ad software engineer at Wikia (2012–2015)

I rewrote Wikia's ad engine from PHP to JavaScript to enable geographic-based ad serving decisions. I used TDD while rewriting to produce code with high test coverage.

I enhanced the code tracking capabilities to gain the information about ad state over time.

In 2014 I became the team lead and I actively helped to recruit new people by interviewing them.

Software engineer at Allegro (2011–2012)

I worked in a startup-like structure created to enable company to expand to new markets. Specifically I was working on an online food ordering website and then designed a system to import big amounts of data from Oracle data warehouse to MongoDB for faster reads.

I composed a small-scale git-based continuous integration deployment system.

I administered virtual machines for the applications by using VM images and Puppet.

Full stack web developer at Wikidot (2007-2011)

I worked on improving release experience, upgraded the full text search engine, developed XML-RPC API for interacting with Wikidot: http://www.wikidot.com/doc:api, developed a feature called "forms": http://www.wikidot.com/doc-data-forms:start and built an online real-time crowd-based translation to Wikidot: http://translate.wikidot.com/

Computer Science Master Degree, Nicolaus Copernicus University, Toruń (2005–2010)

I learned how operating systems and databases work and how to administer network services.

I was part of a team that developed a tag-based (as opposed to topic-based) online discussion forum.

My master thesis subject was history of mobile web browsers.

The practical part was a demo QtWebkit-based mobile web browser that I wrote for OpenMoko Neo FreeRunner phone: http://ffbrowser.wikidot.com/