

Piotr Łuczak

Email: piotrluczak1995@gmail.com | GitHub: [pejter](#) | LinkedIn: [piotr-luczak](#)

Poznań, Poland

Skills

Spoken languages: Polish (native), English (fluent)

Programming languages: Python, Go, Rust, TypeScript, JavaScript

Databases: PostgreSQL, DynamoDB, Redis, ElasticSearch

Tooling: Docker, AWS, Terraform, Bazel, Git, Jenkins, CircleCI

Architecture: Microservices, Distributed Systems, Event processing, Observability

Experience

Senior Software Engineer

May 2024 - Jul 2026

Bolt

Remote

- Designed unified, platform-agnostic subscription model covering fulfillment and access-based types with distinct cancel/pause logic.
- Overhauled observability: structured error grouping, reusable dashboards/SLOs, cross-team SRE processes; cut alert volume 80%.
- Modernized build system & local development setup: streamlined linters, containerised deps, scripted setup, Bazel 6 → 8(WORKSPACE → MODULE.bazel); improved bootstrap time from days to hours.

Senior Software Engineer

Mar 2023 - Jan 2024

Gett

Remote

- Built airport queue-management system: license-plate recognition validates driver entry, auto-assigns lane/gate, matches on-demand and pre-scheduled pickups; paired with support-staff portal for live queue monitoring.

Software Engineer → Senior Software Engineer

Nov 2018 - Feb 2023

F-Secure/WithSecure Corporation

Poznań, Poland

- Rebuilt event-pipeline core(7-8B events/day, consistent routing per-customer), cut infra costs 40%, empowered data science to contribute directly.
- Improved event streaming throughput 12%: optimised rate limiting and traffic-smoothing, improved Kinesis packing, rewrote backoff/retry.
- Introduced IaC: migrated CloudFormation to AWS CDK, adopted Terraform for PagerDuty config, reduced DevOps time needed for new services by 50%.
- Offloaded pipeline decoding to Rust, halving its runtime (8% of total pipeline time).
- Redesigned data layout of >1PB cold storage enabling targeted reindexing (minutes vs. hours), 90% warm-to-cold data pruning and cutting footprint 23% (to 770TB).

Software Developer

Sep 2017 - Oct 2018

Auzom Entertainment

Remote

- Built web-based live graphics system for broadcast (live data from 300 players on 3 servers spanning AU/EU/US), synced scoreboards + 600+ media assets.

Education

Poznan University of Technology

2015 - 2017

| Computer Science

Poznań, Poland

Zespół Szkół Łączności

2011 - 2015

IT Technician | Computer Science

Poznań, Poland