

MAREK MARECKI, inż. (BEng)

PERSONAL INFORMATION

birthplace and date Poland, 22 March 1995
education inżynier (Graduated software engineer)
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GOAL

Deliver robust, reliable, and resilient durable software on LINUX, POSIX, **nix-like*, and real-time platforms.

STRENGTHS

Software design, development, and reengineering. Concurrent software based on either threads or processes. Technical and documentation writing.

WORK EXPERIENCE

Freelance Dec 2021 C++ programmer Remote
Developed a custom I/O router for CLIPS expert system, based on ZeroMQ, to allow remote clients to connect to a CLIPS environment.
Key tech: Linux, GNU Make, C++11, CLIPS, ZeroMQ
usecase: created a custom I/O router for CLIPS expert system to interact with users over ZeroMQ sockets
usecase: reimplemented CLIPS 6.4 main loop (ie, the `CommandLoop()` function) to support strict request-response cycle of ZeroMQ
usecase: set up communication channels between remote clients and CLIPS environments using ZeroMQ's DEALER/ROUTER pattern

ADVA Optical Networking Feb 2021—Present Senior Software Engineer, R&D Vienna, Austria
Prepared a Docker-based environment for the network simulator to run in (and wrote an accompanying documentation). Extended an internal tool used to manage a source tree comprised of multiple Git repositories. Continued maintenance and development of the simulator system.
Key tech: Docker, Linux, GNU Make, C++17, Tcl, Python 3
usecase: migrated the codebase from C++11 to C++17 to take advantage of newer language features and improved standard library (eg, `std::variant`)
usecase: created a Docker image to be used as a platform for running the simulator, based on a root filesystem supplied in a tar archive
usecase: extended an internal tool used to manage a source tree consisting of multiple Git and SVN repositories, to allow automated status reports and command execution

ADVA Optical Networking Apr 2018—Jan 2021 Software Engineer, R&D Gdynia, Poland
Modernised and maintained a network simulation system, delivering bug fixes and features across a range of releases. Wrote user and technical documentation for the system from scratch.
Key tech: Git, GDB, Linux, C++11, Tcl, C99, Python 3

usecase: migrated the codebase from C++98 to C++11 to take advantage of newer language features and improved standard library (eg, `std::unique_ptr`)

usecase: reengineered startup and shutdown procedures of the simulator and simulated network nodes using Linux's `PR_SET_CHILD_SUBREAPER` feature of the `prctl(2)` system call to enforce a strictly hierarchical process life cycle

usecase: added a "distress signal" mechanism (using POSIX signals) to processes running as part of a simulated network node to avoid simulation lockups due to differences in behaviour between native (PowerPC) and simulation (x86) platforms

usecase: implemented automatic process resurrection to increase resilience (through self-healing by restart) of the simulation in presence of software errors

usecase: enhanced monitoring capabilities of the simulation controller to detect simulation lockups and node failures

usecase: rewritten simulator's core I/O loop in a non-blocking style, allowing the communication protocol to include expedited messages to maintain communication during simulation lockups

usecase: separated the simulator into server (a daemon running the core simulation) and client (running user interfaces) processes to increase fault tolerance and allow user interface reloads without disturbing the simulation

usecase: reengineered the simulator to allow multiple simultaneous, concurrent client connections to the core daemon, and allow the clients to connect and disconnect dynamically

usecase: prepared user and technical documentation for the simulator

Oct 2019—Present Instructor, academic teacher Gdańsk, Poland

*Polish-Japanese
Academy of
Information
Technology*

Delivering "Programming fundamentals (in C++)" and "Users' introduction to Linux" courses. I delivered lectures and workshops, and coordinated work of other teachers.

Key tech: Git, Linux, BASH, C++14

Dec 2017—Mar 2018 C++ developer Gdynia, Poland

OBR CTM S.A.

Implemented software layers of the STANAG 5066 military HF radio communications stack, based on the protocol specification supplied by the employer. The hardware was designed by a separate team and was exposed through a standard non-blocking file descriptor interface.

Key tech: Git, Linux, C++11

usecase: analysed the protocol description to design a suitable software architecture, with emphasis on robustness

usecase: implemented various parts of the protocol in software, in cooperation with a dedicated testing team, and delegated some of the easier tasks to junior programmers

Jan 2015—Nov 2017 Jack-of-all-trades Gdynia, Poland

Posbit.pl

Implemented various parts of a POS (Point-of-Sale) software running on an embedded Linux platform.

Key tech: Git, Linux, Maria DB, Rabbit MQ, Perl 5.22, Python 3, C++11

usecase: reengineered code responsible for communication with a fiscal terminal to allow handling arbitrary amount of errors and restarts during a single fiscal transaction

usecase: designed a daemon process exposing TCP-based interface for communication with First Data payment terminal, and supervised a junior programmer implementing it

usecase: implemented a tool for static analysis of SQL schemas to automatically infer relationships between tables and verify their correctness to avoid data loss; the tool was also capable of generating Perl code to interface with the database

usecase: implemented code processing invoice data from distributed POS devices and Web interface to maintain a FIFO warehouse for accurate profit calculation

usecase: implemented federation of invoice data between distributed POS devices and an optional central server

usecase: implemented a tool for automatic setup, teardown, and management (including database migrations) of Web interface instances

NOTABLE OPEN SOURCE EXPERIENCE

Dec 2014—Present VM engineer

Viua VM

Design and implementation of Viua VM, a custom-ISA virtual machine.

Website: <https://viuavm.org/>

Key tech: Git, GNU Make, GDB, Valgrind (Memcheck), Linux, C++17, Viua VM assembly language, Python 3

usecase: designed an instruction set architecture, execution regime and asynchronous I/O model for the virtual machine

usecase: implemented various virtual machine subsystems to run in parallel, theoretically increasing its throughput

usecase: implemented a preemptive process scheduler for virtual processes running on the virtual machine, and an offloading mechanism to avoid foreign function calls blocking bytecode execution

usecase: designed an assembly language for the virtual machine, and implemented an assembler and disassembler capable of converting assembly source code to bytecode and back

usecase: implemented a linker for bytecode modules to facilitate their separate compilation

usecase: implemented a static analysis and type inference engine for the assembly source code to aid programmers in writing reliable software

usecase: implemented a test suite for the VM using Python

Nov 2018—Present Language designer, compiler engineer

Viua VM

Design and implementation of Viuact, a high-level programming language for Viua VM.

Website: <https://git.sr.ht/~maelkum/viuact>

Key tech: Git, Python 3, Viua VM assembly language

usecase: designed Viuact language's syntax (based on Lisp family of languages) and semantics (based on Erlang and OCaml languages)

usecase: implemented lexer, parser, and compiler for the Viuact language

Oct 2014—Present Python programmer

Issue, issue tracker

Design and implementation a distributed issue tracking tool.

Website: <https://github.com/marekjm/issue>

Key tech: Git, Python 3, SSH

usecase: designed a set of primitives required to facilitate distributed issue tracking, and a data format to serialise them to for storage and transfer

usecase: implemented a way to exchange the issues between users of the system, and a command line user interface

Mar 2013—Mar 2018 API designer

diaspy

Maintained and extended the semi-official Python API for Diaspora* social network.

Website: <https://github.com/marekjm/diaspy>

Key tech: Git, Python 3, HTTP

usecase: participated in reverse engineering the data format and HTTP methods used by Diaspora* network nodes to communicate

usecase: implemented Python code to act as a user agent for communication with Diaspora* network

TECH SKILLS

<i>Revision control</i>	Git · highly proficient in day-to-day work SVN · basic use (checkout, commit, merge)
<i>Linux</i>	BASH, awk, sed, xargs, SSH · proficient in day-to-day usage on a workstation userspace debugging · some knowledge of /proc tree; some ability to use <code>strace(1)</code> and <code>dmesg(1)</code> to debug userspace issues networking · basic <code>ip(1)</code> usage distributions used · CentOS, Arch Linux
<i>POSIX</i>	experienced in using signals for inter-process communication (using POSIX syscalls or Linux-specific <code>signal fd(2)</code>) experienced in parallel programming using either processes or threads experienced in child process management in complex software systems proficient with different I/O models (blocking, non-blocking, asynchronous)
<i>C++ and C compilers</i>	GCC, Clang (x86) · able to quickly discern meaning of error messages, knowledgeable about diagnostic flags, some experience in using sanitisers (ASan, UBSan, etc.)
<i>C++ and C debuggers</i>	GDB (x86) · able to <i>ad hoc</i> inspect stack of multithreaded software and spot common error signs; able to analyse core dump files to look for common error sources; limited ability to work with stripped executables; limited ability to inspect assembly code Valgrind (x86) · able to understand Memcheck reports
<i>Build systems</i>	GNU Make · able to write Makefiles from scratch, or modify existing ones
<i>Technical writing</i>	L ^A T _E X · able to typeset complex documents man · able to write simple manual pages
<i>Software architecture</i>	able to design, explain, and defend system architecture on multiple levels (from data type, class, and API, through process separation, to distributed systems) able to work with multiple programming paradigms and models (procedural, object-oriented, functional, actor, event-driven)

EDUCATION

2015-2019 Engineer's Degree Gdańsk, Poland

Polish-
Japanese Academy
of Informa-
tion Technology

Thesis: *Viua VM in action. Implementation of a high-level programming language and a simple application*

Description: I designed and implemented a high-level programming language to run on Viua VM platform. I have also implemented the Websocket protocol, which was required for the second part of the thesis (an Internet chat).

Key tech: Git, GNU Make, Linux, C++, Python 3, Websocket

Co-author: inż. Krzysztof FRANEK

Advisor: prof. dr. hab. Marek BEDNARCZYK

Link: http://www.marecki.me/Marek_Marecki-engineers_thesis-pl_PL.pdf (in Polish)

Languages

POLISH · Mother tongue

ENGLISH · Proficient (CPE)

GERMAN · Basic (simple words and phrases only)

TALKS, PUBLICATIONS, CONFERENCE PAPERS AND PRESENTATIONS

Nov 2019 IT Fascinations Gdańsk, Poland

Title: *SUV 4x4. Four subsystems of Viua VM*

In-depth presentation of inner workings and architecture of Viua VM, and their role in facilitating development of robust systems.

Link: <https://viuavm.org/media/talks/2019/suv4x4.pdf> (slides in Polish)

April 2018 NUUG Oslo, Norway

Title: *Virtual machines and where to find them*

Technical overview of Viua virtual machine, and discussion of impact of Free Software development on one's academic and business relations.

Link: <http://www.nuug.no/aktiviteter/20180410-virt-viua/>

April 2017 *(Programming)* 2017 Brussels, Belgium

Title: *Moving beyond single-threaded concurrency*

Overview of the internals of the Viua virtual machine, and the primitives it provides to achieve its design goals.

Link: <https://2017.programming-conference.org/details/>

[MoreVMs-2017-papers/5/Moving-beyond-single-threaded-concurrency](https://2017.programming-conference.org/details/MoreVMs-2017-papers/5/Moving-beyond-single-threaded-concurrency)

GDPR

I hereby give consent for my personal data included in my application to be processed for the purposes of the recruitment process under the European Parliament's and Council of the European Union Regulation on the Protection of Natural Persons as of 27 April 2016, with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (Data Protection Directive)

December 9, 2021