

Modestas Jucevičius

SENIOR SOFTWARE DEVELOPER SPECIALIST

Vilnius, Lithuania

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Skills

Back-end	Java, C++, Spring, Spring boot, NodeJs, PostgreSQL, OracleSQL, MongoDB
Front-end	Javascript, Typescript, Angular, React, Vue, Nuxt, HTML, CSS
DevOps	Python, Bash, Perl, Maven, Gradle, Teamcity, Jenkins, SonarQube, Git, Jira, Bitbucket, Keycloak, Oauth2-proxy, Linux

Experience

Projumo

Vilnius, Lithuania

FOUNDER AND CONSULTANT

July 2024 - Present

- Assessing the client's current systems and processes to identify areas for improvement.
- Offering guidance on the best software practices and technologies to meet business goals.
- Working closely with clients to implement and test new software systems.
- Mentoring junior developers.
- Publicly available projects:
 - RestArt (www.rest-art.lt) - A custom service booking system inside their website, and a CRM.
 - ★ Everthing A to Z, from gathering requirements to deployment.
 - ★ Publicly available front-end with a real time booking system.
 - ★ Authorization secured private front-end CRM for real time administration.
 - ★ Back-end with REST API. Custom business logic including regular data persistence, manipulation, emailing and statistics.
 - ★ Technology stack: Javascript, Typescript, Node.js, Vue.js, Nuxt.js, PostgreSQL, Nginx, Oauth2-proxy, Debian 12 Linux

Nasdaq

Stockholm, Sweden

SENIOR SOFTWARE DEVELOPER SPECIALIST

May 2023 - July 2024

- Relocated to Stockholm for a one year commitment of being dedicated client production engineering support due to a well-rounded knowledge of the whole system.
- Travelled to the client on-site for the final acceptance testing of a new system.
- Supported, maintained and improved a clearing system getting it ready for launch.
- Developed a separate authentication service, allowing the system to be both more secure and flexible with using modern identity provider services.
- Optimized one of the services, resulting in 15% (23GB) less memory (RAM) consumption.
- Added automated new code quality checks to the repositories, resulting in unit test coverage growth to 80% and potential issues count going down.
- Was the stand-in team lead. Ran scrum meetings and delegated work.
- Mentored junior developers.
- Technologies and tools: JAVA, Java Spring, Maven, Gradle, JUnit, Liquibase, SQL, Git, Teamcity, SonarQube, Sonar-Type.

Vilnius, Lithuania

SOFTWARE DEVELOPER SPECIALIST

Feb. 2022 - May 2023

- Supported, maintained and improved a clearing system by introducing new features and slowly moving it from a monolith to micro-service based model.
- Lead the design and development of a 24/7 availability high-velocity gateway service converting client's protocol based messages to in-house messages.
- Developed a high-velocity service that validated incoming data and made real-time fixes to any found data discrepancies.
- Ported a whole sub-system from legacy C/C++ to Java, resulting in around 80k less lines of code.
- Introduced code quality analysis tools to the CI/CD chain for monitoring test coverage, technical debt and possible vulnerabilities.
- Reviewed and made suggestions on system requirement documents.
- Technologies and tools: JAVA, Java Spring, Maven, Gradle, JUnit, Liquibase, SQL, IBM MQ, Git, Teamcity, SonarQube, SonarType.

SENIOR SOFTWARE DEVELOPER

Sep. 2020 - Feb. 2022

- Supported, maintained and improved a clearing system by introducing new features and slowly moving it from a monolith to micro-service based model.
- Improved an existing change authorization system, by making it more generic and adaptable. Applied the new solution to 43 transactions, this allowed to save about 10,750 lines of redundant configuration.
- Developed an automatic tool which parsed the whole code base and fixed a newly discovered vulnerability.
- Technologies and tools: JAVA, Java Spring, Maven, JUnit, Liquibase, SQL, IBM MQ, Git, Teamcity, SonarQube, SonarType.

Vilnius, Lithuania

SOFTWARE DEVELOPER

Oct. 2018 - Jan. 2020

- Supported, maintained and improved a clearing system by introducing new features and slowly moving it from a monolith to micro-service based model.
- Technologies and tools: JAVA, Java Spring, Maven, JUnit, Liquibase, SQL, Git, Jenkins

Staffpond Inc.

Remote/Vilnius, Lithuania

FULL-STACK DEVELOPER

Nov. 2016 - May. 2018

- Developed a social network web application. It consisted of authentication and authorization, image upload, video streaming, user profile creation, and other social features.
- Technologies and tools: Typescript, Node.js, Angular.js, MongoDB, HTML, CSS.

Education**Vilnius University**

Vilnius, Lithuania

BACHELOR'S DEGREE, COMPUTER SOFTWARE ENGINEERING

2017 - 2021

- Bachelor's thesis about AI in board games, using Alpha-Beta pruning and deep reinforcement learning. Programmed in Python

University of País Vasco

San Sebastian, Spain

BACHELOR'S DEGREE, INFORMATICS (ERASMUS)

2020 - 2020

Personal projects**HOME LAB**

- Turned an old unused laptop into a home lab using Proxmox.
- Created virtual machines for my other projects, learning how to create production environment from bare-metal Debian.
- Bought a domain and created a secure gateway/router.
- Technologies and tools: Proxmox VE, Debian 12 Linux, Apache2 Http server, Spring

SNACKOMIZER

- Created a micro-service based web application from scratch.
- Front-end is made out of a single-page Typescript React application.
- Authentication and routing is done by Spring Cloud gateway and Keycloak as an identity provider.
- The core back-end services are written on Java. Communications are done through REST API.
- PostgreSQL used for database.
- The project is running in production on my home lab. Url: snackomizer.projumo.eu
- Technologies and tools: JAVA, Typescript, JavaScript, Spring, React, Keycloak, HTML, SCSS

UNTITLED VIDEO GAME PROJECT

- A 2D multiplayer video game developed using C++ and Godot engine.