

Modestas Jucevičius

Senior Software Engineer · Tech Lead · Backend Architect

Vilnius, Lithuania · Open to Remote (Worldwide)

✉ jucevicus.modestas@gmail.com 🌐 projumo.eu 🔗 LinkedIn

Professional Summary

Backend-focused Senior Engineer with 8+ years of experience designing, building, and optimizing scalable distributed systems. Strong foundation in **Java**, **Node.js**, and **multi-service architecture**, with hands-on leadership in architecture, DevEx improvements, CI/CD optimization, and system modernization. Recognized for bridging the gap between engineering and business — served as the primary technical representative to a major client, managing on-site collaboration, translating requirements, and ensuring successful delivery across multiple development teams. Experienced in mentoring engineers, leading cross-functional initiatives, and driving architectural excellence in complex enterprise environments.

Technical Skills

Languages: Java, C++, TypeScript, JavaScript, Python, SQL, Bash

Backend / Architecture: Spring Boot, Node.js, Nest.js, REST, Microservices, High-velocity gateways

Frontend: React, Angular, Vue, Nuxt (supporting/full-stack capability)

Cloud & DevOps: AWS, Docker, GitLab CI/CD, Jenkins, TeamCity, SonarQube, Linux, OAuth2 Proxy, Keycloak

Databases: PostgreSQL, MSSQL, OracleSQL, MongoDB

Tools & Practices: Gradle, Maven, Liquibase, JUnit, Jest, Vitest, ADRs, Test Automation, Agile/Scrum

Professional Experience

Shift4 Payments Lithuania — Senior Software Engineer

Feb 2025 – Present

Vilnius, Lithuania

- Develop and maintain partner self-service platform (full-stack), delivering new features, integrations, and legacy upgrades.
- Led Developer Experience initiatives: 50% reduction in API test runtime through test optimization and introduced CI/CD caching to reduce build cost/time.
- Overhauled onboarding docs and development environment (Docker), cutting initial setup friction and errors.
- Expanded QA automation (E2E) to increase release reliability.
- Acted as stand-in team lead for a cross-functional team (4 devs, 1 QA, 1 BA); mentored junior engineers and led technical discussions.
- **Tech Stack:** TypeScript, React, Node.js, Nest.js, AWS, Docker, PostgreSQL, GitLab CI/CD

Projumo — Founder & Consultant

Jul 2024 – Present

Vilnius, Lithuania

- Consult on system architecture, process improvements, and full-cycle delivery for clients.
- Example: **RestArt** (www.rest-art.lt) — end-to-end booking & CRM system (real-time booking, secured admin UI, REST API).

- Managed requirements, architecture, implementation, deployment, and client handover.
- **Stack:** Node.js, Vue, Nuxt, PostgreSQL, Nginx, OAuth2 Proxy, Debian

Nasdaq — Software Engineer → Senior Specialist

Oct 2018 – Jul 2024

Vilnius, Lithuania / Stockholm, Sweden

- Supported, modernized, and prepared mission-critical clearing systems for production; led migration from monolith to microservices.
- Architected and implemented a 24/7 high-velocity gateway converting external protocol messages to internal formats.
- Built a standalone authentication service integrating modern identity providers.
- Served as the **primary technical representative to a major client**: attended on-site acceptance testing, liaised directly with stakeholders, and delegated client issues to engineering teams.
- Improved performance (15% memory reduction, 23 GB saved) and raised unit-test coverage to 80%.
- Ported subsystem from C/C++ to Java (reduced 80k+ LOC); mentored developers and led scrum ceremonies.
- **Tech Stack:** Java, Spring Boot, Maven, Gradle, JUnit, Liquibase, SQL, IBM MQ, TeamCity, SonarQube

Staffpond Inc. — Full-Stack Developer

Nov 2016 – May 2018

Remote / Vilnius, Lithuania

- Built a social networking web application (auth, media upload, streaming).
- Developed and maintained full-stack features using Node.js, Angular.js, and MongoDB.

Education

Vilnius University — BSc, Computer Software Engineering (2017–2021)

Thesis: AI in board games — Alpha-Beta pruning & deep reinforcement learning (Python)

University of País Vasco (Erasmus) — BSc, Informatics (2020)

Selected Projects

Snackomizer — Microservice app (Java/Spring backend, React frontend, Keycloak auth, PostgreSQL). Hosted on personal lab: snackomizer.projumo.eu

Home Lab — Self-hosted Proxmox cluster, secure gateway, and production-like environment (Debian 12, Proxmox VE, Apache2, Spring).

Shared Memory Caching Tool — Low-level C++ utility enabling shared-memory cache access across multiple processes.

Untitled Video Game Project — 2D multiplayer prototype developed with C++ and Godot.

Languages

English (Fluent) · Lithuanian (Native)

References

Available upon request