

Marek Kapolka

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San Francisco, CA

Software Engineer, Twitch — May 2018 - March 2020

- Helped create a voting service for the Twitch Sings game capable of aggregating realtime interactions from 10,000 concurrent users per poll
- Designed and implemented a priority queueing mechanism in SQS and goLang to allow ETL jobs with very disparate latency requirements to be processed in time while maximizing resource utilization
- Designed workflows and wrote management tools to allow the Search team to update Elasticsearch index configurations without downtime.
- All of the above work extensively leveraged AWS solutions, including ECS, SQS, SNS, RDS, DynamoDB, and AWS Lambda, configured via CloudFormation.

Software Engineer, Pandora — Nov. 2015 - May 2018

- As a founding member of Pandora's ingestion team, stood up the ingestion system to receive direct deliveries from music providers and backfill a catalog of 6 million albums within 4 months to support Pandora's launch of an on-demand music streaming platform.
- Worked with data scientists to productionize and scale a machine learning driven process of identifying and clustering duplicate tracks, capable of clustering all 60 million tracks in a few hours.
- Identified and fixed performance and resource usage bottlenecks in our Apache Spark pipeline
- Created a tool to audit the correctness of our Postgres to Hive data dump to adhere with SOX compliance.

Software Engineer, Rdio — Sept. 2014 - Nov. 2015

- Contributed to the content ingestion pipeline responsible for storing audio content and indexing metadata for Rdio's library of over 40 million music tracks.
- Fixed a scaling limitation in a proprietary message queue that prevented it from keeping more than 100k messages at any one time, allowing us to more easily reprocess the entire catalog when we needed to apply critical bug fixes.

Software Engineer, AGOGO Amalgamated — Aug. 2013 - Sept. 2014

- Maintained and expanded a corpus of over 100 custom web scrapers built to extract media links and structured metadata.
- Designed and implemented a terse DSL for streamlining the creation of simple scrapers, making it three times faster to add a new scraper.

B.F.A. Digital Media Art, Minor in Computer Science; San Jose State University, 2012