Marten Jaago

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EDUCATION

University of Tartu Bachelor's Degree Computer Science

WORK EXPERIENCE

Align (3-4 employee venture-backed Al startup)

Founding Product Engineer

- Designed, built and monitored data pipelines that pulled and interconnected conversations and customer information across numerous data sources (CRMs; CS tools; messaging tools and more)
- Responsible for communication, evaluation and adoption of all native and non-native integration providers
- Operated on a set of LLMs (optimized prompts; fine-tuned; building agental flows; framework for testing) to get • customized product insights
- Designed and built meaningful chat and product experiences across web and Slack

Compensation App (2-3 employee bootstrapped HR startup)

Founding Product Engineer

- Successfully built a real-time, product-led alternative to the existing compensation benchmarking solution in the region
- Delivered real-time compensation benchmarks for more than 20 companies in less than a year
- Exited to a local player in the recruitment biz to build Align and keep focus

Koemo OÜ (Consulting agency)

Founder

- Led a team of engineers for a pre-LLM due diligence software aimed at enterprises that successfully got its first paying customers after our efforts
- Worked on a Web3 application to deliver real-time updates about on-chain actions on dashboards
- Built a CI/CD solution and provisioned a managed Kubernetes cluster for a data-analysis software

Concise Systems (Consulting agency)

- Backend dev => Full-stack dev => Team lead
- Aside from a small mobile app I was working on the parking permits team for EasyPark
- Prepared the software for on-boarding numerous municipalities with different parking policies from around the world
- Led the initiative for Pass 52 for Bordeaux (https://www.bordeaux.fr/p138131/stationnement-pass-52) .
- Built an MVP to automatically analyze residential parking permit applications with optical character recognition during a hackathon organized by EasyPark
- Spotted the need for additional UI devs in my product team, learned what was necessary and was quickly able to • contribute to the web interfaces that were lacking behind the functionality
- Successfully on-boarded an entirely new team to my product area due to a geographic move

SIDE PROJECTS

KOOS GAMES - Local multiplayer gaming

- Built a Jackbox.TV-like local multiplayer gaming platform as a portfolio project and to have fun with friends
- Provisioned a Kubernetes cluster with numerous services each having its own dedicated database
 - Built CI/CD pipelines with testing for each autonomous service
- Collaborated with designer-friends to make it look pretty •
- Took part in an accelerator by Startup Wise Guys
- Developed 3 games each with 2 interfaces (one for display, one for mobile/controller): Pictionary, Would You • Rather and Trivia
- Understood the difference between building a product vs building a project

Tartu, Eesti 2016-2019

Tallinn, Eesti

May 2023 - Aug 2024

Tallinn, Eesti

Oct 2022 – May 2023

Tallinn, Eesti Jul 2020 – Feb 2023

Tallinn. Eesti Feb 2018 - Sep 2020

Dec 2021

WORK CD - Salary streaming for contractors

- Designed and implemented a employee time tracking software with real-time salary streaming during a 3-day Web3 hackathon
- Built 2 Solidity applications to stream and track funds in a decentralized chain

ADDITIONAL

Technical Skills: Typescript, React, LLMs, NextJS, NodeJS, PostgreSQL, Python, Spring Boot, Docker, Kubernetes, GitHub Actions

Languages: Proficient in Estonian, English; beginner in Portuguese

Certifications & Training

- Natural Language Processing with Classification and Vector Spaces (Coursera)
- Building Containerized Applications on AWS (Coursera)
- Getting Started with Google Kubernetes Engine (Coursera)
- Machine Learning (Andrew Ng)
- Deep Learning Specialization (Andrew Ng)