

Work Experience

Rust Engineer ALPM project	Arch Linux Remote	Oct 2024 – Dec 2025
• Modernizing the Arch Linux packaging ecosystem with Rust tooling & libraries.		
• Wrote specifications for the legacy file formats used in the Pacman package manager.		
• Implemented the specifications via custom parsers & deserializers.		
• Integrated package workflows, repository management, binary/soname handling.		
• Blog post: https://devblog.archlinux.page/2026/a-year-of-work-on-the-alpm-project		
Rust Engineer Paid open source contributor	Prefix.dev Remote	Jan 2024 – Apr 2024
• Worked on the Conda package builder called “rattler-build”.		
• Implemented low-level features such as binary relocation, RPATH manipulation, linking checks, and relinking.		
• Performed overall project maintenance and performance optimizations.		
• Contributed to social media strategy and provided Developer Relations support.		
Rust Engineer Paid open source contributor	Shuttle Remote	Aug 2023 – Dec 2023
• Contributed to multiple areas of the Shuttle platform, including repository maintenance, logger service, and infrastructure improvements.		
• Supported Developer Relations (DevRel) through the creation of social media content and community engagement.		
Rust Engineer Backend team	sMiles: Bitcoin Rewards Remote	Apr 2021 – May 2024
• Responsible for backend development and database management to support new mobile app features.		
• Implemented affiliate shopping, Firebase Cloud Messaging (FCM), and several internal utilities.		
• Enhanced API security by implementing custom alerts and introducing preventive measures against potential attacks.		
• Maintained a full-stack backend/web application, collaborating closely with the team to deliver custom solutions.		
Internship Backend team	Evyon Oslo, Norway	Summer 2022
• Designed and implemented a microservice architecture for EV battery solutions.		
• Developed and deployed Rust-based microservices using the Axum framework on Google Cloud Platform (GCP).		
Platform Engineer Container team	Trendyol Remote	Nov 2021 – May 2022
• Worked as a member of the Container Team responsible for cloud infrastructure management.		
• Delivered performance, availability, security, and reliability improvements for Kubernetes-based systems.		
• Gained hands-on experience with various cloud-native tools and container orchestration technologies.		

Education

- **B.Sc. Software Engineering**, Çankaya University, Ankara/Türkiye.
- **Lifelong learning**, the internet

2019–2023

Skills

- **Programming:** Rust, Zig, Go, C, C#, Python, Java/Kotlin, JavaScript/TypeScript, Shell scripting
- **Systems Tooling:** TUIs/CLIs, Packaging, Build Tools, Security, Automation
- **Systems Security:** Binary Analysis, Supply Chain Security, Reproducible Builds, SBOMs, Network & API Security
- **System Administration:** AWS EC2, Nginx, Self-Hosted Infrastructure
- **Operating Systems:** Linux internals, Filesystems, ELF, Linking & Dynamic Loading, Processes
- **Networking:** DNS, TCP/IP, UDP, NAT
- **Automation & CI/CD:** Git, Docker, GitHub Actions, GitLab CI, Kubernetes (Minikube, Kubespray)
- **Testing:** Unit, Integration, End-to-End & Fixture-Based Testing
- **Observability & Performance:** Logging, Metrics (Prometheus), Dashboards (Grafana), Profiling (Flamegraphs), Benchmarking, Telemetry
- **Backend & Service Protocols:** REST, JSON API, GraphQL, gRPC, TLS
- **Databases:** MySQL/MariaDB, PostgreSQL, MongoDB, Redis, Neo4j
- **Cloud & Messaging:** GCP (Cloud Run, Cloud Storage, Pub/Sub), RabbitMQ
- **Embedded Systems:** Microcontrollers (ESP32, Microchip, Arduino), SBCs (Raspberry Pi), PCB Design (Proteus, EasyEDA, Eagle), Serial Communication, Hardware Prototyping
- **Developer Experience:** CLI design, Tooling UX, Documentation & Specifications

Projects

- **Ratatui** – Lead maintainer (2023 – Present)
Open source Rust library for building rich Terminal User Interfaces (TUIs) that powers hundreds of open-source and commercial projects. 10 million+ downloads, 15k+ stars and used by e.g. OpenAI, Netflix, AWS, Oxide.
<https://github.com/ratatui>
- **git-cliff** – Creator/maintainer (2020 – Present)
A highly customizable and widely adopted changelog generator that automates release notes from Git history.
<https://git-cliff.org>
- **Other**
For 9 years I have been working on open source and since then I have pushed 30k+ commits, opened 700+ issues, submitted 1500+ PRs, received 20k+ stars across 100+ personal projects and contributed to many public repositories.
<https://github.com/orhun>

Community Involvement

- Since 2020, I have delivered numerous talks and workshops, and community events, sharing knowledge on Rust, open source development, terminal user interfaces (TUIs) and embedded applications across international conferences and meetups.
Recorded talks: <https://youtube.com/playlist?list=PLxqHy2Zr5TiVVrNU19xVR07M9Jqb0XzFq>
- I have a YouTube channel featuring live-coding sessions, technical deep dives/discussions, and podcast episodes.
<https://www.youtube.com/@orhundev>
- I joined **Arch Linux** as an official package maintainer in 2021 and have since packaged and maintained over 600 packages shipped to thousands of users, ensuring timely security fixes, build reproducibility, and ecosystem reliability.