

Work Experience

Rust Engineer ALPM project	Arch Linux Remote	Oct 2024 – Dec 2025
<ul style="list-style-type: none">• 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.• Project web page: https://alpm.archlinux.page• 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
<ul style="list-style-type: none">• 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 (DevRel) support.		
Rust Engineer Paid open source contributor	Shuttle Remote	Aug 2023 – Dec 2023
<ul style="list-style-type: none">• 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
<ul style="list-style-type: none">• 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
<ul style="list-style-type: none">• 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
<ul style="list-style-type: none">• Worked as a member of the Container Team responsible for cloud infrastructure management.• Implemented solutions for Kubernetes-related challenges, focusing on performance, availability, security, and reliability improvements.• 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

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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), 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 8 years I have been working on open source and since then I have pushed 29k+ 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>