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Orhun Parmaksız
A systems-oriented Rust Engineer

https://linkedin.com/in/orhunp
https://github.com/orhun

Work Experience 🐁

Rust Engineer	Arch Linux	Oct 2024 – Dec 2025
ALPM project	Remote	

- 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
- Funded by Sovereign Tech Agency: https://www.sovereign.tech/tech/arch-linux-package-management

Rust Engineer	Prefix.dev	Jan 2024 – Apr 2024
Paid open source contributor	Remote	

- 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	Shuttle	Aug 2023 – Dec 2023
Paid open source contributor	Remote	

- 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	sMiles: Bitcoin Rewards	Apr 2021 – May 2024
Backend team	Remote	

- 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	Evyon	Summer 2022
Backend team	Oslo, Norway	

- 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	Trendyol	Nov 2021 – May 2022
Container team	Remote	

- 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.   **2019–2023**
- **Lifelong learning,** the internet   ∞

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