

## Work Experience

<b>Rust Engineer</b> ALPM project	<b>Arch Linux</b> Remote	<b>Oct 2024 – Dec 2025</b>
• 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: <a href="https://alpm.archlinux.page">https://alpm.archlinux.page</a> • Blog post: <a href="https://devblog.archlinux.page/2026/a-year-of-work-on-the-alpm-project">https://devblog.archlinux.page/2026/a-year-of-work-on-the-alpm-project</a>		
<b>Rust Engineer</b> Paid open source contributor	<b>Prefix.dev</b> Remote	<b>Jan 2024 – Apr 2024</b>
• 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.		
<b>Rust Engineer</b> Paid open source contributor	<b>Shuttle</b> Remote	<b>Aug 2023 – Dec 2023</b>
• 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.		
<b>Rust Engineer</b> Backend team	<b>sMiles: Bitcoin Rewards</b> Remote	<b>Apr 2021 – May 2024</b>
• 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.		
<b>Internship</b> Backend team	<b>Evyon</b> Oslo, Norway	<b>Summer 2022</b>
• 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).		
<b>Platform Engineer</b> Container team	<b>Trendyol</b> Remote	<b>Nov 2021 – May 2022</b>
• 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>