

Ryan Arslan

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EXPERIENCE

Software Engineer

Atlassian

Nov. 2023 – Present

Perth, WA

- Implemented the Grouping feature for Jira's list view using Java and GraphQL, enabling better issue organization for users.
- Built real-time updates for the Jira Attachments View using GraphQL Subscriptions, removing the need for manual page refreshes.
- Mentored new engineers on internal CI/CD processes and development workflows.

Data Engineer (Contract)

BHP

Mar. 2023 – Nov. 2023

Perth, WA

- Engineered and developed a serverless data backend for workforce utilisation reporting, successfully migrating legacy SSIS packages to Python on AWS Lambda.
- Owned the end-to-end development lifecycle for new data pipeline components, including technical design, automated testing, and CI/CD deployment to production.
- Identified and resolved critical performance bottlenecks in data processing logic (Python) and cloud infrastructure (Lambda), significantly optimising system efficiency.
- Contributed to process modernisation by analysing the existing system and implementing reusable, event-driven data patterns to replace legacy ETL workflows.

Founding Engineer

Usersdot

Jul. 2021 – Dec. 2022

Istanbul, TR

- Built and maintained dynamic repricing services, managing data persistence across MySQL and Elasticsearch.
- Built the entire scraping infrastructure from scratch using Python (FastAPI/Celery) and RabbitMQ, standardizing the tech stack across services.
- Engineered a custom proxy manager service with a rule engine for routing and anti-bot evasion, ensuring high-availability data retrieval.
- Mentored and provided technical guidance to a team of software engineers, facilitating their professional growth and fostering a collaborative work environment through targeted technical training sessions.

Software Engineer

Huawei

Nov. 2019 – Dec. 2020

Istanbul, TR

- Contributed to the design and development of a cloud-native system that provided customers with security dashboards that displayed relevant and timely information on security events and incidents.
- Used Spring Cloud to create scalable and resilient microservices that enabled the real-time ingestion, analysis, alerting, integration, and storage of security event data.
- Developed and executed security incident response workflows using BPMN engines, streamlining the process and improving efficiency for customers.
- Followed best practices and strategies for ensuring high quality and reliability of applications and services, such as continuous testing, monitoring, and feedback.
- Worked with leads, designers, and product managers to deliver features and functionality that improved the product value and user experience, bringing new ideas and suggestions for product improvement.

PROJECTS

AI-Powered Game Design Assistant | *Python, LangGraph, Llama.cpp, pgvector*

Ongoing

- Developing a virtual brainstorming team for game design using a multi-agent AI system with local LLMs, a RAG pipeline, and a mix of agent architectures.

TECHNICAL SKILLS

Languages Java, Python, SQL, Go

Cloud & Containers AWS (Lambda, ECS, EKS), Terraform, Docker, Kubernetes

DevOps & Databases Bitbucket Pipelines, Splunk, PostgreSQL, MySQL, Snowflake, Elasticsearch, Redis

Backend & Messaging Spring Cloud, Django, FastAPI, Celery, SQLAlchemy, RabbitMQ, Kafka, GraphQL

Testing & Tools JUnit, Mockito, unittest, Maven, Pandas, Camunda BPMN Engine

EDUCATION

Celal Bayar University

Bachelor's Degree in Computer Science and Engineering

Manisa, Turkey

Sep. 2014 – Jun. 2019