

# Burak Faruk Şahin

Senior DevSecOps & Platform Engineer · Founder, BRF Tech

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## Summary

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Senior platform engineer with **12+ years** designing, deploying, and operating production systems on **Docker, Kubernetes, Knative, and serverless** stacks. Founder of BRF Tech, a DevOps consultancy that has shipped infrastructure for 15–35 startups and growth-stage companies across iGaming, fintech, retail (Koton), mobility, and logistics. Deep DevSecOps experience covering WAF, secret management, container scanning, Kubernetes RBAC and Network Policies, mTLS, OIDC/SAML, and audit logging. Proven track record cutting cloud costs by up to 50%, designing multi-tenant Kubernetes platforms, and building serverless data pipelines that process 50M+ records per night. Currently building **runr.sh**, an open-source serverless platform on Knative that unifies CaaS, FaaS, and AI workloads (agents, multi-agent pipelines, model serving).

**Languages:** Turkish (native), English (C1). **Open to:** EU/US remote, hybrid, or relocation. Senior / Staff / Lead / Principal IC and CTO roles.

## Experience

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### Founder & Principal Engineer · BRF Tech ([brf.sh](https://brf.sh)) Mar 2023 – Present

*Solo DevOps & platform consultancy · Remote, Istanbul*

- Delivered packaged DevOps engagements to **15–35 startup and scale-up clients** — full-cycle work spanning Kubernetes & Docker, CI/CD, Terraform IaC, monitoring & alerting, GitOps (ArgoCD/Flux), security hardening, FinOps, and cloud migrations across AWS, GCP, Azure, and Hetzner. Often acting as a full DevOps team replacement during early-stage growth.
- Operate a self-hosted production stack on Kubernetes 1.24 with **Knative, Traefik, Longhorn, Sentry, and Kata Containers**, running internal and client services with multi-tenant isolation and Confidential Computing (AMD SEV-SNP / Intel TDX) support.
- Built and run a **local LLM gateway** for client engineering teams: cloud-hosted Ollama + vLLM with OpenRouter-style multi-model routing, allowing developers to use Cursor/IDE agents with cost-controlled, regional models instead of public APIs. Includes RAG pipelines, MCP/ACP agent integrations, and AgentFlow-style multi-agent orchestration.
- Productized the consultancy as a **25-area service catalog with tiered USD pricing** — covering CI/CD, Kubernetes, IaC, monitoring, security & zero-trust, cloud migration, microservices/service mesh, FinOps, SRE & incident management, GitOps, data engineering, training, network & DDoS, backup/DR, observability, QA automation, and platform engineering / developer portals.

### Creator & Sole Engineer · **runr.sh (Pre-release)** 2024 – Present

*Open-source serverless & AI platform on Knative · Personal project*

- Designing and building an **open-core serverless platform** on Kubernetes/Knative that unifies CaaS (containers), FaaS (multi-file projects), and XaaS (single-file functions) under one developer experience.
- Native **AI module** with three primitives: AaaS (single AI agent), AgentFlow (multi-agent DAG pipelines), and MaaS (GPU-pooled model serving with OpenAI-compatible inference). Blueprint-as-Code declarative configuration via YAML.
- Multi-tenant by design with **schema-per-tenant isolation, RBAC, SSO (OIDC), resource quotas, and Kata Containers / gVisor / Firecracker** runtime sandboxing — targeting fintech, government, and air-gapped deployments where data residency and confidential computing matter.
- Path-based **API gateway with route-level StripPrefix**, multi-region deploy from a single dashboard, scale-to-zero, and event triggers (HTTP, cron, Redis Stream, broadcast) — designed as a self-hostable alternative to AWS Lambda + ECS, GCP Cloud Run, and Vercel.

## Senior DevSecOps Engineer · Veribox Aug 2024 – May 2025

*DevOps consultancy · Concurrent engagement via BRF Tech*

- Provided senior DevSecOps capacity to Veribox client engagements: hardening Kubernetes deployments, secret management with HashiCorp Vault and External Secrets, container image scanning (Trivy), and CI/CD pipeline security gates.

## Senior DevSecOps Engineer · Monotech (iGaming Platform Vendor) Apr 2023 – Apr 2025

*Remote, Zagreb, Croatia · GCP / GKE · ~30 developers, 3 product teams*

- Re-platformed a monolithic iGaming application from **GCP Serverless to GKE Kubernetes**, cutting infrastructure cost by up to **50%** while serving a flagship customer with **100k–500k unique users** plus 3–5 additional tenants. Designed per-customer GKE clusters that **autoscale 20–30 nodes** with pod-level HPA across all in-cluster applications.
- Migrated a customer's stack from India to EU regions to reduce latency for end users and operations; fronted with **Cloudflare CDN, WAF custom rules, rate limiting, and bot management** for production hardening.
- Built a **multi-branch ephemeral environment system**: every **dev-xyz** branch automatically provisions a **xyz.dev.app.tld** environment wired to a dev or production database — used both for feature branches and for safely reproducing production bugs against live data.
- Built **DopsDashboard**, an internal Filament-based developer portal that lets engineers manage their own Cloudflare WAF rules, environment configs, and deployment settings without filing ops tickets.
- Implemented **secret management** pipeline using Passbolt + External Secrets Operator (replacing HashiCorp Vault), dispatching credentials and environment values across all clusters from a single source of truth. Enforced **Kubernetes RBAC, Network Policies, Pod Security Standards, mTLS** between services, and TLS via cert-manager + Let's Encrypt automation.
- Delivered an internal **LLM coding assistant** — GPU-backed Ollama service routed to engineering, providing developers with private model access for code generation. Foundation for the multi-model routing approach now used at BRF Tech.
- Standardized DevOps practices across 3 product teams via shared sprints, **Helm charts, Terraform/Ansible IaC, Kaniko-based image builds, GitLab CI, ArgoCD GitOps**, and Sentry/Elastic observability.

## Senior DevOps Engineer · Parkos Aug 2022 – Apr 2023

*Remote, Amsterdam, Netherlands · Airport parking marketplace, 7M+ customers, 270+ airports across 14 countries (acquired by CAVU / MAG, 2024)*

- Joined the DevOps team during a **scale-up phase**, working on a Laravel-based microservice platform deployed across **AWS and GCP** with parallel, portable Kubernetes manifests for cross-cloud failover and elasticity.
- Used **ArgoCD and Terraform** to scale up the platform's Kubernetes footprint and standardize GitOps deployments across environments.
- Owned production stability for the Laravel application: triaged Sentry-reported errors, diagnosed root causes across the microservice graph, and shipped fixes that measurably reduced the production error rate.
- Engagement ended due to a Dutch DevOps role residency requirement (EU citizenship), not performance.

## Senior Software Engineer · Aloware Feb 2022 – Aug 2022

*Remote, Los Angeles, USA · AI-powered contact center SaaS (HubSpot/Pipedrive/Zoho integrations)*

- Designed and shipped a **fair-queue messaging system** so that one tenant blasting **3M SMS** no longer starved other tenants — per-tenant queue isolation with global fairness across millions of jobs.
- Migrated the Laravel application to **AWS Lambda via Laravel Vapor**, restructuring jobs and adding tests to make the migration safe.
- Cut **Redis and memcache RAM usage** by moving high-volume ephemeral traffic to **MQTT**, removing inappropriate cache usage patterns.
- Upgraded the Laravel codebase from **Laravel 5 to the then-current major version** — a multi-step major upgrade across deprecated APIs and broken dependencies.
- Built **CI/CD from scratch**, optimized pipeline runtime, and introduced a **headless development environment** (the precursor to the per-branch environment system later deployed at Monotech).
- Wrote performance-critical jobs in Go and Node where Laravel/PHP was a bottleneck.

## DevSecOps Consultant · Kamion (via BRF Tech) Nov 2020 – Feb 2022

Istanbul, Turkey · Turkish freight/trucking marketplace startup

- Acted as fractional DevOps for a startup that wasn't ready for a full-time hire: deployed Kubernetes from scratch on AWS with Rancher, then re-deployed onto better-spec services as the company scaled.
- Stack: Laravel + Node + Next.js, AWS + GCP, Kubernetes, Docker Swarm, Redis, Postgres.

## DevSecOps Engineer & Acting CTO · C-Level May 2019 – Feb 2022

Istanbul, Turkey · Product company building B2B SaaS, retail, and mobility platforms · Team grew 6 → 25

- Joined as Fullstack Engineer; transitioned to DevOps as the team grew from 6 to 25, then served as **Acting CTO for the final ~8 months** through the previous CTO's departure — owned engineering leadership, technical direction, and the handover of HRVenue and Carbon Mobility to client teams.
- **Notable production work:**
  - **Koton QCommerce** (rapid grocery/retail delivery, à la Getir): owned end-to-end deploy, maintenance, and ongoing development of a Kubernetes platform on Hetzner with Rancher; powered same-store-pickup courier delivery for Turkey's largest fashion retailer.
  - **Uysal Market QCommerce**: built a similar quick-commerce app with same-hour delivery slots (analogous to Migros Hemen), full software lifecycle ownership.
  - **Europcar Medos**: deployed and re-deployed Kubernetes infrastructure on AWS with Rancher for European car rental operations.
  - **Companity & AppShadow**: designed and built two products from zero — a Facebook Workplace-style internal social platform with gamification (TÜBİTAK-approved), and a mobile app shadowing tool for iOS and Android.
  - **ConnectFilom (for Tofaş), HRVenue (for kariyer.net), Topla.app, Rofebo (Istanbulines), and Carbon Mobility** — across Docker Swarm and Kubernetes on Hetzner, AWS, GCP, and Azure.

## DevOps & Software Engineer · 360DRC Sep 2020 – Dec 2020

- Joined to lead a cloud migration; pivoted to product engineering when the cloud move was deprioritized — wrote Salesforce plugins, fixed Laravel and Node applications, and worked with Laravel's serverless tooling.

## Fullstack Developer · Juvenis Sep 2018 – May 2019

Istanbul, Turkey · Digital agency

- Brought the agency to modern engineering practice: moved all projects to Git, introduced GitLab/GitHub Actions CI/CD, and added Docker-based deployments — none of which existed before.
- Built **GAPFS** (Generic Admin Panel For Socials), a Laravel + Vue app aggregating data from social platforms for the agency's social media team.
- Built a **Zalenum-powered Instagram automation** that scraped comments on a live video, picked random commenters, generated a video, and republished it — production system using multi-container Selenium.
- Delivered the iData Visametric reservation system for Istanbul consulate appointments.

## R&D Developer · Erstream Jan 2018 – Aug 2018

Istanbul, Turkey · Network operations and telco services

- Hired as a network admin, transitioned to Linux administration, then to R&D engineering when the team needed PHP capacity.
- Shipped **4 R&D projects in 8 months**, spanning network management, monitoring tooling, and outsourced web work — including ownership of full architecture, code, and deployment for each.
- Flagship project: **CCNMS (Closed-Circuit Network Management System)** — an inter-rack mobile-internet network that aggregated metrics from hundreds of servers per pool and shipped data hourly to a central database. **Productized end-to-end and sold to Turkcell, Türk Telekom, and a third operator** as a standalone deployable system. Used Laravel, application-swarming for inter-app communication, MongoDB + Postgres clusters, Redis, memcache, and Python (for self-upgrade and self-installation).
- Also handled outsourced web work for TRT News.

## Notable Engineering Project

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### PaketTaksi OYM — Nightly Fuel Reconciliation at 50M Records

Built at C-Level for PaketTaksi (Istanbul-based last-mile logistics) · AWS Lambda + Laravel Vapor

- Designed, built, deployed, and maintained a serverless reconciliation system that runs as a **scheduled job at 23:55 nightly**, pulls **~50 million fuel-purchase records** from Petrol Ofisi, and reconciles them per-courier (by license plate) into per-courier earnings reports.
- End-to-end runtime: **1–3 minutes** against a 5-minute SLA. Replaced a manual Excel + macro process that took roughly an hour every morning.
- Sole owner: architecture, code, deploy, and ongoing operations. Full CI/CD on Laravel Vapor; ran for years in production.

## Technical Skills

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**Containers & Orchestration:** Docker, Docker Compose, Docker Swarm, Kubernetes (1.24+, GKE, EKS, on-prem, K3s), Helm, Kustomize, Rancher, Knative, Istio, Linkerd, Traefik, Nginx, Kong, Kata Containers, gVisor, Firecracker, Cloud Hypervisor, QEMU

**Cloud & Infrastructure as Code:** AWS (Lambda, ECS, EKS, S3, CloudFront, RDS), GCP (GKE, Cloud Run, Cloud Functions), Azure, Hetzner, DigitalOcean, OVH; Terraform, Ansible, Pulumi

**CI/CD & GitOps:** GitLab CI, GitHub Actions, Jenkins, ArgoCD, FluxCD, Tekton, Kaniko, Laravel Vapor, Helm, Kustomize; canary, blue/green, feature flags (Flagsmith / LaunchDarkly)

**Observability & SRE:** Prometheus, Grafana, Loki, Tempo, Jaeger, OpenTelemetry, Datadog, Sentry, Zabbix, Elastic / ELK; SLO/SLI definition, error budgets, on-call rotation, incident response, postmortems, MTTR, runbooks; PagerDuty, Opsgenie

**Security (DevSecOps):** Cloudflare WAF custom rules, rate limiting, bot management, DDoS mitigation; OWASP Top 10 mitigations (SQLi, XSS, CSRF) at code level; container image scanning (Trivy, Grype); SAST/DAST integration; secret management (HashiCorp Vault, External Secrets, Passbolt, gitleaks pre-commit hooks); Kubernetes RBAC, Network Policies, Pod Security Standards; mTLS, cert-manager, Let's Encrypt automation; OIDC / SAML / OAuth2 (Keycloak, Authelia, Auth0); audit logging, SIEM (Elastic, Loki); zero-trust networking, VPN (WireGuard, Pritunl); compliance prep for KVKK, GDPR, SOC 2, ISO 27001

**Networking & API Gateway:** TCP/IP, DNS, load balancing, ingress controllers, service mesh (Istio, Linkerd), API gateways (Kong, Traefik), Cloudflare CDN/Workers, gRPC, NATS

**Languages:** PHP, JavaScript / TypeScript, Node.js, Python, Go, Bash / shell scripting; Java, Kotlin, Swift; C++ (Unreal Engine 5, hobby)

**Frameworks:** Laravel (5 → 12), Filament v5, Symfony, Slim, CodeIgniter, CakePHP, Zend; Vue, Nuxt, React, Next.js, Svelte; Django

**Data, Streaming & Messaging:** PostgreSQL + PostGIS, MySQL/MariaDB, MongoDB, Redis, Memcache, Elasticsearch; MQTT, Apache Kafka, RabbitMQ, NATS; Apache Airflow, Debezium (CDC), PgBouncer, replication, sharding, point-in-time recovery

**AI / LLM Platform:** Ollama, vLLM, OpenAI, Claude, Gemini; OpenAI-compatible inference; RAG pipelines, vector DBs; MCP (Model Context Protocol), ACP (Agent Communication Protocol); multi-agent orchestration (AgentFlow); Claude Code, Claude Agent SDK, LangChain

**Backup, DR & FinOps:** Restic, Velero, Borg, geo-redundant storage, PITR, RTO/RPO targeting, multi-region active-passive / active-active, DR drills; Kubecost / OpenCost, right-sizing, reserved instances, spot automation, departmental chargeback

**Platform Engineering & Testing:** Backstage, Port, golden-path templates, service catalog, TechDocs, DORA metrics; Playwright, Cypress, k6, Gatling, visual regression

## Personal Projects, Open Source & Self-Hosted Lab

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- **runr.sh** — sole engineer on an open-source serverless + AI platform on Knative (see Experience). **Linux kernel commits:** fixes for the ThinkBook ACPI issue and the Lenovo fingerprint sensor driver.
- **Self-hosted production lab** running on Kubernetes 1.24 + Knative + Traefik + Longhorn + Sentry + Kata Containers, hosting an internal stack rivalling enterprise portals: Outline (wiki/docs with mcp-outline MCP integration), AppFlowy (project management), Stalwart mail server, Nextcloud, Element/Matrix, plugNmeet (video conferencing), self-hosted Sentry at sentry.runr.sh, Zot OCI registry, Filament-based DopsDashboard, internal LLM gateway (Ollama + vLLM + multi-model routing for IDE agents), and a multi-backend file explorer (S3, NAS, local) inspired by SeaweedFS / MinIO / JuiceFS.
- **Open-source published packages:** **PersianDate** (PHP), **notification-options** (Laravel notification channel package), **droneehiyet**, **burak.sh-website**, **laravel-test-runner-container** (Docker container for Laravel test

runs); plus tooling like **mcp-outline** for Outline integration and **bsv3-sidetone** — a Python CLI (Typer + hidapi/pyusb + pystray) that reverse-engineers the Razer BlackShark V3 Pro USB control transfers to enable headset sidetone without Razer Synapse.

- **filex** (in development) — a multi-backend file explorer application with a three-layer abstraction (Storage Backend → Storage Pool → Mount Point), supporting **S3, NAS, and local** storage backends in a unified interface. Architectural inspiration from SeaweedFS, MiniIO, and JuiceFS. Designed for self-hosters and small teams who want a single pane of glass over heterogeneous storage.
- **Game development (hobby)** — designing a multiplayer tycoon/restaurant game in **Unreal Engine 5** (C++ core + Blueprint UI + Svelte/CEF for the UI layer), with custom systems for character customization (server-side persistence), overhead NPC order bubbles (CEF-rendered, dirty-flag + visibility-culling for 50+ customers), and runtime dynamic window/floor cutouts via GeometryScript Boolean operations. Also experimenting with Meshy and 3DAI Studio for character/NPC topology and auto-rigging.

## Education

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**Uludağ University, Vocational School**Bursa, Turkey

*Computer Programming*

**Darüşşafaka — Boarding School (English & French curriculum)**Istanbul

*References, project portfolios, and infrastructure case studies available on request.*