

# Arda Karaduman



Chofu, Tokyo

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Born 15/04/1978  
Permanent Resident of  
Japan

Spoken languages:  
Turkish (Native),  
English (Near Native),  
Japanese (Business)

## SUMMARY

A Pragmatic Programmer living In Japan since 2004. I like programming, tinkering, hacking. Checking new languages, frameworks, trying new ideas.

## SKILLS

- Mainly proficient in Ruby and Go
- Debian & Emacs user. Very comfortable in unix environments and writing bash scripts
- Extensive knowledge of AWS resources. Hands on experience with EC2, S3, EMR, Dynamo, SES, IAM, Route53
- Early adopter of Continuous Integration and Continuous Deployment. Proficient in GitlabCI / Travis / Docker / Kubernetes / Ansible
- Experience with TDD, BDD, Agile and GitHub driven development
- Front End development experience with React, Vue, Angular 1.x and Bootstrap. Some Node.js experience
- Functional programming background
- Experience writing Legacy languages such as, Java, C, PHP
- Experience in designing and implementing Restful and GraphQL APIs for both Web and Mobile
- Some experience with Game development libraries such as Cocos2dx and Gosu
- Some Machine Learning experience using TensorFlow
- Maintainer of Open Source serverless lambda functions framework [Iron Functions](#) since July 2017. [GitHub link](#)



## EXPERIENCE

### Senior Developer, Robotfund

Tokyo — March 2018 - Present

#### Projects

- Fullstack development of LINE fund information platform “未来のコツ”
  - <https://www.daiwasbi.co.jp/special/mirai/>
  - [https://www.daiwasbi.co.jp/pdf/news/153/news\\_20180903.pdf](https://www.daiwasbi.co.jp/pdf/news/153/news_20180903.pdf)
- Fullstack development of fund information platform Better World
  - <https://betterworld.daiwasbi.robotfund.jp/>

### Contract Developer, Iron.io

July 2017 - Present

#### Roles

- Support and maintenance of Open Source serverless platform, [Iron Functions](#)

### Senior Development Engineer, Allm Inc

Tokyo — December 2014 - March 2018

#### Roles

- API / Backend development for content sharing and publishing platform (to see an example application which uses our platform, check [Kidint](#))
  - API development using Ruby On Rails
  - AWS Integration (S3 assets, SNS notifications)
  - Front End Development using Angular
  - Social Media Integration and 3rd party login (Facebook, Google)
- Wifi based customer tracking platform for retail BI application ([Followup](#)).
  - Standalone service development for IoT and peripherals (Go lang service which runs on raspberry pi, integration with BLE beacons)
  - IoT massive deployment & peripheral management
  - API development in Go
- API development for triage application [FastED](#)
  - API development using Grape (Ruby)
  - Front End development (Angular 1.x and Bootstrap)
  - CI & CD (GitlabCI & Docker)
- AI Research for Healthcare

- Image classification & recognition using deep neural networks
- Data analysis and segmentation using machine learning

### **Developer, Aiming Inc**

Tokyo — June 2014 - November 2014

Developing the API backend for a popular MMORPG for mobile systems. [幻塔戦記 グリフォン](#)

#### **Roles**

- API development using Padrino framework (Ruby)
- Participating in an Agile development environment within a dynamic team with tight deadlines for difficult problems/enhancements
- Experience developing for a hit game with thousands of daily active users and hundreds of thousands of total registered users

### **Dev Ops, Kii Inc**

Tokyo — August 2012 - May 2014

Assumed various tasks to bring Kii Cloud up to spec with its competitors, (Parse, Kinvey, StackMob at the time). Kii Cloud is a multi region mBaas with special focus on the Asian market.

#### **Accomplishments**

- API usage tracking and logging (3scale, Varnish-Cache, fluentd)
- Payment Integration (via Zuora and Paypal)
- Cloud Code maintenance (node.js)
- Developer Portal development (Ruby on Rails, Backbone.js)
- Various automated tasks (reports for high touch customers, special requests to tune AWS resources, etc. written in Ruby / Bash deployed with puppet)

## **Dev Ops, Mobilous Inc**

Tokyo — August 2011 - July 2012

Assumed lead DevOps/CloudOps position in Mobilous. Mobilous is a indie venture set to create the easiest way to create Mobile apps with a web based drag and drop interface, and build and publish them in multiple app stores.

### **Accomplishments**

- Design and implement flexible and scalable EC2 cloud infrastructure A complex structure where we can monitor health, service status, workload of our client instances, which is able to create new instances on demand and distribute workload by user request. Admin dashboard integration with RoR.
- Minor participation in Glassfish AppServer component, which is responsible for interfacing client PostGres DB to user application. (Java on Spring framework)
- Some web page automation script with PHP/Selenium. (Automatic entry of some forms)



## **EDUCATION**

### **Istanbul Bilgi University**

Bachelor of Science — 2000-2004

### **Keio University**

*Master of Science — 2006-2008*

Obtained the masters degree from Keio University in Computer Science in 2008.

*Studied for Ph D in between 2008-2011*

Research Area - Embedded Processor Design and Optimization

### **Selected Papers**

- *2011: Cache Implementation for Echo Instructions on an Embedded Processor*  
[IPSJ Transactions on System LSI Design Methodology\(TSLDM7\)](#)
- *2009: Code Compression with Split Echo Instructions*  
[IEICE Transactions on Information and Systems](#)
- *2009: Embedded World Conference, Nuremberg Germany, 2009*  
[Design and Implementation of Echo Instructions for Embedded Processors](#)