

Suat Erken

SE

STAFF ENGINEER | ENGINEERING LEADERSHIP | APPLIED AI
DEVELOPER EXPERIENCE | INTERNATIONAL PLATFORMS

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PROFILE

Staff engineer and engineering leader with 10+ years in software and 3+ years leading cross-functional teams. My work spans international commerce platforms, developer experience, and applied AI, including coding-agent workflows, MCP tooling, model evaluation, and multimodal production. I favour small, measurable experiments and clear guardrails for high-risk changes.

SELECTED EXPERIENCE

Engineering Manager, EMEA | Under Armour

MAR 2022 - PRESENT Amsterdam, Netherlands

Built the EMEA engineering organisation and led an international headless-commerce transformation while staying involved in architecture and delivery.

- Grew EMEA engineering from zero to 18+ contributors across internal and partner teams.
- Led a Next.js and TypeScript platform launch across 13 countries and 27+ locales with zero major incidents.
- Owned architecture across rendering, caching, edge delivery, integrations, observability, SEO, and Core Web Vitals.
- Introduced AI-assisted code review, generation, test scaffolding, and automation with clear security and quality guardrails.

Founder & AI Engineer | Tricodelabs

2023 - PRESENT Netherlands

Independent product and applied AI work across coding-agent systems, open-weight models, multimodal production, and shipped software.

- Built a Unity development loop in which coding agents use custom MCP tools and screenshot feedback to verify well-scoped changes.
- Fine-tuned and evaluated Qwen, Llama, and Mistral models across hosted and self-managed inference.
- Designed reviewable multimodal pipelines spanning 2D, 3D, audio, voice, and video work.
- Shipped LandSlicer on iOS and Android; built Idle Guilds as a live closed-alpha web MMO.

CAPABILITIES

Applied AI and agents

Coding-agent workflows, MCP tools, retrieval, structured outputs, evaluation, automation, and production guardrails.

Open-weight models

LoRA fine-tuning, dataset preparation, hosted and self-managed inference, routing, caching, and cost-aware evaluation.

Platform engineering

International platforms, server rendering, edge strategy, observability, SEO, and Core Web Vitals.

Engineering leadership

Technical strategy, organisational design, coaching, partner leadership, quality standards, and delivery metrics.

SELECTED PROOF

13

countries launched

27+

localised experiences

18+

EMEA contributors

16

Idle Guilds skills

PRODUCT WORK

Idle Guilds

Server-authoritative idle MMO in live closed alpha.

LandSlicer

Mobile strategy game shipped on iOS and Android in 16 languages.

EXPERIENCE CONTINUED

Senior Engineer & Architect | Ordina B.V.

SEP 2021 - MAR 2022 Amsterdam, Netherlands

Led architecture work on a high-traffic Dutch retail platform.

- Owned architecture for scalable ERP, CRM, and order-management integrations adopted across business units.

Senior Engineer & Architect | Bugaboo International

APR 2020 - AUG 2021 Amsterdam, Netherlands

Architected multi-region commerce capabilities for a global direct-to-consumer storefront.

- Led caching, rendering-performance, and integration decisions supporting storefronts in more than 20 countries.

Developer & Architect | DEPT Agency

SEP 2019 - APR 2020 Netherlands

Delivered commerce integrations and reusable platform capabilities for international client teams.

- Built payments, tax, mapping, and page-composition capabilities adopted by client teams.

Solutions Architect & Developer | OSF Global Services

2017 - 2019 France and Türkiye

Led enterprise commerce delivery and helped junior engineers become productive team members.

- Led international retail delivery, ran a junior training programme, and contributed to open-source tooling.

Earlier engineering roles | Accenture, Eteration, IND Bilişim, and Atiker Yazılım

2010 - 2017 Türkiye

Enterprise systems, banking platforms, Java development, and applied C++ research.

- Worked with Oracle ADF, PL/SQL, Spring MVC, Java, and C++ across consulting and product environments.

TECHNICAL RANGE

- TypeScript, Node.js, Next.js, React
- SSR/ISR, Vercel, Fastly, AWS
- PostgreSQL, Kafka, Kubernetes
- Python, Java, C#, C++
- Claude Code, Codex, Cursor, Copilot
- MCP, RAG, evaluation, ComfyUI

EDUCATION

B.Sc. Computer Engineering

Selçuk University, Türkiye 2011 - 2015

CERTIFICATIONS

- Salesforce Certified B2C Commerce Architect
- Salesforce Certified B2C Commerce Developer

INTERESTS

Applied AI research, product craft, web performance, chess, table tennis, swimming, and football.

WORKING STYLE

Evidence over claims

Small experiments, clear boundaries, measurable feedback, and human accountability.

Selected case studies and current work

suaterken.dev/work