Rafael Alcalde Azpiazu (they/them)

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🌐 https://nekerafa.dev https://nekerafa.itch.io

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Graduated in Master's Computer Engineering (MUEI) at the University of A Coruña, I'm currently studing Master in Videogames Design and Programing at the Universitat Oberta de Catalunya (UOC), and working as a full-stack engineer in web technologies projects using Angular.js, React.js and .NET architecture.

In my spare time I'm developing video games, both learning and competing in game jams. My projects are open source and built using the Godot engine and LÖVE (Love2D) framework, and are available in my public source repositories.

Experience (5 years 2 months)

aug. 2023

Clarcat - Full-Stack engineer (8 months)

Working on several proyects for clients in steel industry using Angular, React.js for front-end, and .NET technologies for backend. The projects are developed with agile metodologies.

jan. 2023

Shopfully (Tiendeo) - Full-Stack developer (8 months)

Mainly I worked on Creativity Online Editor for automatic ad generation in Google and Facebook ad services. The back-end was developed in Node.js (with Express.js) using AWS microservices support, and the front-end was developed in React.js using the same AWS support. The project was developed using SCRUM methodologies.

dec. 2020

Tiendeo - Full-Stack junior developer (2 years 1 month)

The goal is to maintain an admin webapp for creating hyperlocal campaigns (Google and Facebook ads). The back-end was developed in .NET Core 3.1 (updated to .NET 6) using microservices, and the front-end in React.js. The project was developed using agile methods (Kanban).

oct. 2019

Aldaba - Full-Stack junior developer (1 year 3 months)

I worked on an internal web application for time tracking, project management and human resources. The backend was developed in .NET Core 2.2 and the frontend in React.js. For CI/CD we used Azure services. For project management we use SCRUM methodologies.

oct. 2018 - apr. 2019

everis - JavaFX junior developer (7 months)

We maintain a web application for a leading textile company that controls the continuities (items that are not in sales campaigns). The web application was written in JavaFX and we used SVN for source control. The project was managed using SCRUM methodologies.

sept. 2017 - dec. 2017

everis - PL/SQL junior developer (4 months)

XTEL/SAP development for leading local beer and food brand. We mainly modified the PL/SQL procedures so as not to make any changes to the code application.

Personal proyects

- mastodon.gal administrator

mastodon.gal is a mastodon instance for the galician community. The aim is the promotion of galician language and culture along the Internet.

https://mastodon.gal/@nekerafa

- Personal blog with Lume

A tech blog made with the galician static generator framework Lume, and automatic deployment on GitHub Pages using GitHub Actions workflow.

https://blog.nekerafa.dev

- LuaRaspi

A Lua interpreter for Raspberry Pi with 2D graphics capabilities. Developed in C++.

https://nekerafa.github.io/LRaspi

- IndustryLP

This is my Master degree disertation, an industrial estate generator mod for Cities: Skylines using logic programming and non-monotonic reasoning.

https://steamcommunity.com/sharedfiles/filedetails/?id=2597556943