

# Rafael Bocsa

(289) 969-1779 | [bocsarafael@gmail.com](mailto:bocsarafael@gmail.com) | [linkedin.com/in/rafaelbocsa](https://linkedin.com/in/rafaelbocsa) | [github.com/RafaelBocsa](https://github.com/RafaelBocsa) | [rafaelbocsa.com](https://rafaelbocsa.com)

## EDUCATION

### Brock University

*Bachelor of Science in Computer Science (Honors)*

St. Catharines, ON

Sept. 2020 – Dec. 2024

## EXPERIENCE

### Web Developer (Intern)

Jun. 2024 – Aug. 2024

*HIEC*

*Burlington, ON*

- Designed and launched an archive system used by admins to manage 20+ programs and events, improving content organization and reducing page retrieval time through optimized WordPress archive blocks.
- Migrated a legacy Ruby on Rails codebase to Tailwind CSS (60% completion) through pair programming with senior developers, enhancing UI consistency and maintainability.
- Redeveloped the policy page and user feedback workflow to meet AODA accessibility standards by writing custom JavaScript/JQUERY components in Elementor, increasing accessibility compliance and user engagement.

### Software Developer (Intern)

Sept. 2022 – Dec. 2022

*Government of Ontario - Ministry of Transportation*

*St. Catharines, ON*

- Built an automated attendance tracking system that emailed Excel reports to 300+ employees, reducing manual monitoring workload by 60% using PowerApps and automated validation logic.
- Produced a proof-of-concept report on modern web architecture (Flutter, Firebase, OutSystems, PWAs) and delivered a technical seminar to 30+ public servants, guiding future modernization initiatives.
- Documented workflows, architecture diagrams, and testing steps in internal runbooks to standardize adoption of emerging technologies across the division.

### Software Developer (Intern)

Jan. 2022 – Apr. 2022

*Civiconnect*

*Beamsville, ON*

- Engineered backend services with Django to facilitate 50% faster content updates through the admin dashboard.
- Developed and deployed end-to-end websites aiding 20+ local businesses in the Lincoln region utilizing Django, PostgreSQL, and AWS, translating business requirements into custom technical solutions.
- Created documentation and repeatable deployment steps to streamline the agency's future client project onboarding.

## PROJECTS

### Fortnite Trio Builder | *Spring Boot, Supabase, Google Gemini, Docker, Oracle Cloud VM*

Oct. 2025

- Built a full-stack competitive trio evaluator platform using Spring Boot, React, PostgreSQL, and Docker, deployed via Vercel and Oracle Cloud VM with Cloudflare Tunnels for secure, cost-free hosting.
- Resolved Supabase connection exhaustion by tuning HikariCP pool settings, implementing transaction-pooled mode, and optimizing idle clients, improving backend reliability by 99%.
- Integrated Google Gemini to analyze team synergy and predict performance, automating competitive insights for 100+ daily users.
- Containerized and deployed the backend on an Oracle Cloud VM using Docker + Cloudflare Tunnels, achieving persistent HTTPS hosting with no exposed ingress points.
- Engineered Python web scraper utilizing BeautifulSoup4 gathering top 1000 pro player data displayed through a user-friendly React interface.

### HabitForge | *FullStack, React, Next.js, Tailwind CSS, Firebase, Vercel*

Sept. 2024

- Led a team of 6 in developing a habit tracking application, using agile methodologies for sprint planning and task allocation and built key features with TypeScript, Next.js, Tailwind CSS and Firebase.
- Developed a ranking algorithm and implemented 60+ Jest unit tests achieving 90% test coverage, significantly improving system reliability.
- Designed and implemented 6+ core features (habit creation, tracking, group habits, notifications, speech-to-text and live leaderboards) leveraging Firebase cloud functions.

## TECHNICAL SKILLS

**Programming Languages:** Java, TypeScript, JavaScript, C++, Python, Dart, SQL, HTML, CSS

**Technologies:** React, PostgreSQL, Docker, Vercel, Cloudflare, Git, Maven, Gradle, Jira, Miro, Flutter, JUnit

**Frameworks:** Spring Boot, Next.js, Django