

Ralfi Salhon

Mobile, Front-End Developer

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Education

Tufts University, Medford, MA

Bachelor of Science in Computer Science

May 2020

GPA: 3.58/4.00

On Campus Employment, *Teaching Assistant*

- Computation Theory: Course on the models of computation - Turing machines, pushdown automata, and finite automata
- Computer System Security: Network-based computer security course (*Python, JavaScript, Linux*)
- Web Programming: Full-stack web development course (*HTML, CSS, JavaScript, Node.js, MongoDB*)
- Game Design: Ground-up game design and development course (*Unity, C#, Photoshop, Maya*)

Present

Fall 2019

Spring 2018

Fall 2018

University of Hong Kong, Hong Kong. Tufts University study abroad program

Spring 2019

Skills

Frameworks: React Native • React.js • Redux • Node.js • Express • Firebase • OAuth

Languages and Tools: JavaScript ES6 • TypeScript • Python • HTML 5 • CSS • C++ • C • Heroku • MongoDB • Testflight • Git • Jira

Design Software: Illustrator • Photoshop • After Effects • Final Cut Pro • Figma • PyxelEdit

Work Experience

JumboCode, Somerville, MA

Front-End Developer

Jan 2020 - Present

React.js, Node.js, Firebase, Heroku

- Developed reusable React.js components, implemented routing and the authentication cycle.

Potencia, Somerville, MA

React Native Developer

Nov 2019 - Present

React Native, Firebase, Testflight

- Managed the entire development and testing of Potencia's iOS app - a social outreach and education platform.
- Qualified as a finalist for the *Tufts \$100k Ventures Competition*

Insider, Istanbul, Turkey

Mobile Development Intern

Jun 2019 - Aug 2019

React Native, React.js, Redux, Firebase

- Improved the reliability of the Insider SDK by implementing new geolocation and push notification algorithms.
- Modified and tested the web platform's Text component to support dynamic, draggable components as well as emoji's.
- Developed and documented "iGurme", an e-commerce app with over 15 screens that supports push notifications (with deeplinks), location tracking, Firebase integration, A/B testing, and a complete implementation of Insider's enterprise level SDK. iGurme is currently used during sales and pitch meetings to promote Insider's new SDK features for both iOS and Android devices in over a dozen countries.

Pushlogic, Hong Kong

React Native Developer (Remote)

May 2018 - Sep 2018

React Native, Firebase, Figma

- Architected, developed, and documented the app of a security platform that provides real-time threat protection.
- Implemented support for auto-login and token retrieval/refresh, push notifications (with deeplinks), and WebView code injection.
- Deployed and maintained "Polysentry" on the App Store and Google Play Store.

Valensas, Istanbul, Turkey

Software Engineering Intern

Jun 2017 - Aug 2017

Swift (3.0), AWS, Unity, C#

Personal Projects

Most of my projects are open-sourced, I'm also always working on more: [Github://ralfisalhon](https://github.com/ralfisalhon)

Jamblr | Music discovery and playlist creation platform.

Oct 2018 - May 2019

- Won the HubSpot award for best user experience and engineering values at *Tufts Polyhack 2018*.
- Further designed, developed, and optimized for 4 months during my own time, with over 200 commits.
- Downloaded over 1000 times on the App Store with a 5.0 rating.

React Native, Node.js, Spotify API, Testflight

Try it: apple.co/2MMTKtR

Red or Blue | Strategy puzzle platformer game with controller support.

Sep 2017 - Jan 2018

- Designed and developed main character and bully animations, created various assets and levels.
- Qualified for the final phase of submissions for the *Boston Festival of Indie Games, Digital Showcase*.

Unity, C#, Photoshop, PyxelEdit

Try it: bit.ly/redorbluegame

About Me

- Classical Pianist
- Swimmer
- Video Editor
- Team Player
- Hackathon Enthusiast
- World's Fastest Smartphone Typer (really!)