# Ralfi Salhon

### Mobile, Front-End Developer

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### **Education**

Tufts University, Medford, MA May 2020 GPA: 3.58/4.00 Bachelor of Science in Computer Science

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)

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

Fall 2018 Spring 2019

Present

Fall 2019

Spring 2018

#### 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 Jan 2020 - Present

Front-End Developer React.js, Node.js, Firebase, Heroku

• Developed reusable React. is components, implemented routing and the authentication cycle.

Potencia, Somerville, MA Nov 2019 - Jan 2020 React Native Developer 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 Jun 2019 - Aug 2019

Mobile Development Intern

React Native, React.is, 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.

May 2018 - Sep 2018 Pushlogic, Hong Kong

React Native Developer (Remote)

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 Jun 2017 - Aug 2017

Software Engineering Intern Swift (3.0), AWS, Unity, C#

### Personal Projects

Most of my projects are open-sourced, I'm also always working on more: Github://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*. React Native, Node.js, Spotify API, Testflight

• Further designed, developed, and optimized for 4 months during my own time, with over 200 commits.

• Qualified for the final phase of submissions for the Boston Festival of Indie Games, Digital Showcase.

Try it: apple.co/2MMTKtR

• Downloaded over 1000 times on the App Store with a 5.0 rating.

**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. Unity, C#, Photoshop, PyxelEdit

Try it: <u>bit.ly/redorbluegame</u>

About Me

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