Ralfi Salhon

Mobile, Front-End Developer

Portfolio: https://ralfi.dev Contact: ralfisalhon@gmail.com Github://ralfisalhon LinkedIn://ralfisalhon

Education

Tufts University, Medford, MA May 2020 GPA: 3.6/4.0 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 Present

• Computer System Security: Network-based computer security course (Python, JavaScript, Linux) Fall 2019 • Web Programming: Full-stack web development course (HTML, CSS, JavaScript, Node.js, MongoDB) Spring 2018

• Game Design: Ground-up game design and development course (Unity, C#, Photoshop, Maya)

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 Jan 2020 - Present

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

Translated design team's UX wireframes and mockups into responsive, interactive features using React, HTML/CSS and JavaScript.

Standardized all components with a new, responsive, mobile-friendly approach and strategy.

Potencia, Somerville, MA Nov 2019 - Jan 2020

React Native Developer (Remote)

React Native, Firebase, Testflight

• Managed the entire development and testing cycle of Potencia's iOS app - a social outreach and education platform.

Insider, Istanbul, Turkey Jun 2019 - Aug 2019

Mobile Development Intern

React Native, React.js, Redux, Python Firebase

- Improved the reliability of the Insider iOS and Android 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 May 2018 - Sep 2018

React Native Developer (Remote)

Software Engineering Intern

React Native, Firebase, Figma

Fall 2018

- 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

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

Swift (3.0), AWS, Unity, C#

• 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.

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

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

Try it: bit.ly/redorbluegame

About Me

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