RAFAEL DOLFE

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Project Portfolio: rafaeldolfe.com

EDUCATION

KTH Royal Institute of Technology, Stockholm (Sweden)
Master of Science Degree in Computer Science,   expected June 2021
California Polytechnic State University, San Luis Obispo, CA
Study abroad,   Sept. 2019 – June 2020

SKILLS

Programming Languages: C, C++, C#, Java, Python, HTML & CSS, JavaScript, SQL, Haskell, Prolog,
Software Tools: Bitbucket, Git, GitKraken, JIRA, Visual Studio Code, REST API, JSON, Eclipse, Node.js, Azure Portal, Azure DevOps, Angular, React, React Native,
Languages: Fluent in Swedish and English

COMPUTER SCIENCE EXPERIENCE

Front End Developer – EF Education First, Zürich, Switzerland (40 hours/week)   June – Aug. 2019
- Developed a feature toggle application with Azure DevOps, did a total revision of the website's copy, an update of the website's endpoints and numerous bugs were fixed.

PROGRAMMING PROJECTS

Feature Toggle Web App, Company Project, Zürich, Switzerland   June **–** Aug. 2019
Languages and Tools Utilized: JavaScript, Angular, Azure Portal and DevOps, Node.js, REST API
- Coded an Angular CRUD application where developers can create, read, toggle and delete features
- Created a Node.js server to handle the requests from the application

Procedural Generation of Grass Field in Unity, Graphics Project, Stockholm Sweden   Mars – June 2019
Languages and Tools Utilized: C#, Unity
- Built a Unity project that renders a field and each blade of grass to simulate a grass field
- Reimplemented Markus R. Tillman's bachelor thesis, but significantly improved on its realism
- Utilized Perlin Noise maps and normal distributions to achieve a more authentic look

Clicker Game, Internet Programming, Final Project, Stockholm, Sweden   Feb. - Mars 2019
Languages and Tools Utilized: React Native, Node.js, JavaScript, REST API, WebSockets, MySQL, Sequelize
- Designed a game with Jacob Wiklund called 'Clicker' where you compete over who can click the fastest
- Constructed a login system, a lobby, a profile and the game itself
- Created a Node.js server with accompanying SQL database to handle interactions between players

Lost in the Open, Rougelike game in Unity, Ongoing Personal Project   Dec. 2019 – Present
Languages and Tools Utilized: C#, Unity
- Produced a large-scale project, 20000+ source lines of code spread over 200+ C# script files
- Engineered inventory, character, combat, fog of war, path-finding, editor and save/load systems.
- Designed computer AI, procedural generation and many UI components.

WORK EXPERIENCE

Demonstrated excellent teamwork, time management, customer service through the following employments:
Assistant Employee – Instajobs, Stockholm, Sweden (100 hours of work)   Nov. 2017 – June 2019
Temporary Employee – Academic Work, Stockholm, Sweden (40 hours of work)   Nov. 2017 – June 2019
Tutor – Studybuddy, Stockholm, Sweden (4 hours/week)   Aug. 2016 – Jan. 2017
Porter – Seaside, Stockholm, Sweden (200 hours/summer)   July 2016 – Aug. 2018