Ralfi Salhon
Mobile & Front-End Software Engineer

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Github://ralfisalhon *LinkedIn*://ralfisalhon

About Me

Passionate software engineer interested in the field from as early as 13 years old. Experienced in working with engineers who have a collective goal of releasing high quality software. Seeking to surround myself with people who like to teach and to learn from each other. I also am a;

- Classical Pianist   • Swimmer   • Video Editor   • Game Designer   • Hackathon Enthusiast   • World's Fastest Smartphone Typer (2019)

Education

Tufts University, Medford, MA   **May 2020**
Bachelor of Science in Computer Science   *GPA: 3.59/4.0*

On Campus Employment, *Teaching Assistant*

- Computation Theory: Course on the models of computation - Turing machines, pushdown automata, and finite automata   **Spring 2020**
- Computer System Security: Network-based computer security course *(Python, JavaScript, Linux)*   **Fall 2019**
- Game Design: Ground-up game design and development course *(Unity, C#, Photoshop, Maya)*   **Fall 2018**
- Web Programming: Full-stack web development course *(HTML, CSS, JavaScript, Node.js, MongoDB)*   **Spring 2018**

University of Hong Kong, Hong Kong. Tufts University study abroad program with focus on music and history.   **Spring 2019**

Skills

Libraries and Frameworks: React.js • React Native • Node.js • Express • Firebase • AuthO • Cypress.io • RxJS • Styled-Components • Redux
Languages and Tools: TypeScript • JavaScript • HTML • CSS • Python • Go • C++ • C • Heroku • MongoDB • Testflight • Git • VSCode
Design Software: Illustrator • Photoshop • After Effects • Final Cut Pro • Figma • PyxelEdit

Work Experience

Talos Trading, New York, NY   **Jun 2020 - *Present***
Front-End Developer   *React.js, TypeScript, React Native, Go, RxJS*

- Developed high-performance components, tests, and deployment tools, ensuring efficient and reliable software delivery.
- Contributed to the growth of Talos from a 10-member team to over 130 employees, actively involved in all aspects of product development.
- Created detailed monitoring panels for Talos's institutional partners, enabling effective order lifecycle management.
- Served as the primary technical support contact for clients, prioritizing and executing customer requests to ensure exceptional service delivery.
- Fostered team engagement by organizing and hosting regular company game nights, promoting a positive work culture.

JumboCode, Somerville, MA   **Jan 2020 - May 2020**
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.

Insider, Istanbul, Turkey   **Jun 2019 - Aug 2019**
Mobile Development Intern   *React Native, React.js, Redux, Python*

- Improved the reliability of the Insider iOS and Android SDK by implementing new geolocation and push notification algorithms.
- Developed and documented "iGurme", an e-commerce app which integrates all the features 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)   *React Native, Firebase, Figma*

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

Personal Projects

Most of my projects are open-sourced, I'm also always working on more: *Github*://ralfisalhon

TuneWise	Music centered mobile party game.	tunewise.netlify.app	**Oct 2019 - Dec 2019**
Jamblr	Music discovery and playlist creation platform.	apple.co/2MMTKtR	**Oct 2018 - May 2019**
Coverlove	Cover art maker for Spotify playlists.	apple.co/3oXbPNb	**Feb 2019 - Mar 2019**
Red or Blue	Strategy puzzle platformer game with controller support.	bit.ly/redorbluegame	**Sep 2017 - Jan 2018**