

Rifat Ralfi Salhon | Developer

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Portfolio: tufts.io/ralfi | Github: github.com/ralfisalhon | LinkedIn: linkedin.com/in/ralfisalhon

Education

Tufts University, Medford, MA, GPA: 3.54

Sep 2016 - May 2020

Bachelor of Science in Computer Science. Minor in Entrepreneurial Leadership Studies.

Study Abroad Program at Hong Kong University (HKU) between Jan 2019 - May 2019.

Skills

Programming Languages:

- Proficient: C, C++, Javascript, Python, React Native
- Familiar: C#, CSS, HTML, Node.js, React.js, Ruby, Swift

Software: After Effects, Final Cut Pro, Illustrator, Photoshop, PyxelEdit, Unity, Xcode

Languages: Turkish (*native*), English (*fluent*)

Experience

Tufts University, Medford, MA

Dec 2017 - Present

Computer Science Teaching Assistant (TA)

Workload: Holding ~8 hours/week of office hours and grading weekly assignments for each TA position.

- Fall 2019: "COMP116 - Computer System Security": ~80 students, Network-based computer security class.
- Fall 2019: "COMP55 - CS for Future Presidents": ~10 students, Social and ethical context of computing.
- Fall 2018: "COMP20 - Web Programming": ~80 students, HTML & Javascript & CSS & Node.js
- Spring 2018: "COMP50 - Game Design": ~20 students, Unity & Maya & Photoshop

Insider, Istanbul, Turkey

Jun 2019 - Aug 2019

Mobile Development Intern

- Worked with a team of 8 mobile developers to improve and maintain the Insider Mobile SDK, used by over 100 partners and millions of users all around the world. Developed for iOS & Android & React Native.
- Created the shopping app iGurme using React Native that is currently being used during sales meetings in order to promote new SDK features. It also serves as a documentation example for developers.
- Fixed and deployed web platform issues using Ruby & Javascript.

Polysentry, Hong Kong

May 2019 - Aug 2019

Independent Mobile Developer

- Polysentry is a security platform that uses predictive analytics to provide real-time threat protection.
- Developed using React Native. Currently on the [App Store](#) & [Google Play Store](#).

Valensas, Istanbul, Turkey

Jun 2017 - Jul 2017

Software Engineering Intern

- Created a VR rollercoaster builder and simulator for the Samsung Gear using Unity.
- Co-Created the app Namaz Vakitleri. Used Swift and [AWS](#). Currently on the [App Store](#).

Projects

Jamblr - Discover New Music

Oct 2018 - Present

Creator

- Mobile app that allows for easy music discovery and playlist creation. Currently on the [App Store](#).
- Won the [HubSpot](#) award for best user experience and engineering values at [Tufts Polyhack 2018](#).
- Technologies Used: React Native (JS), Node, Xcode, [Spotify Web API](#)

Red or Blue

Sep 2017 - Dec 2017

Co-Creator

- 2D Puzzle platformer game in a dynamically changing world. Currently free to download on [our website](#).
- Qualified for Phase 2 submissions of [Boston Festival of Indie Games](#). Read More: [Medium Article](#)
- Technologies Used: Unity (C#), PyxelEdit, Code: github.com/mohsr/red-or-blue