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 <u>App Store</u> & <u>Google Play Store</u>.

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 <u>AWS</u>. Currently on the <u>App Store</u>.

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 <u>HubSpot</u> award for best user experience and engineering values at <u>Tufts Polyhack 2018</u>.
- 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 <u>Boston Festival of Indie Games</u>. Read More: <u>Medium Article</u>
- Technologies Used: Unity (C#), PyxelEdit, Code: github.com/mohsr/red-or-blue