Ralfi Salhon
Mobile, Front-End Developer

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Website: https://ralfisalhon.github.io
Github://ralfisalhon *LinkedIn*://ralfisalhon

Education

Tufts University, Medford, MA | **May 2020**
Bachelor of Science in Computer Science | *GPA: 3.58/4.00*

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)* | **Fall 2018**

Extracurricular
- Secretary of European Students' Association and Students of Turkey | Fall 2018 - *Present*

University of Hong Kong, Hong Kong. Tufts University study abroad program | **Spring 2019**

Skills

Frameworks: React Native • React.js • Redux • Node.js • Firebase
Languages and Tools: JavaScript • TypeScript • Python • HTML • 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*
- In charge of developing and documenting React.js pages and components for the Clifton Foundation.

Pushlogic, Hong Kong | **May 2019 - Sep 2019**
React Native Developer | *React Native, Firebase, Figma*
- 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.

Insider, Istanbul, Turkey | **Jun 2019 - Aug 2019**
Mobile Development Intern | *React Native, React.js, Redux*
- Improved the reliability of the Insider 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.

Valensas, Istanbul, Turkey | **Jun 2017 - Aug 2017**
Software Engineering Intern | *Swift (3.0), Unity, C#*

Personal Projects

These and many more of my projects are open-sourced: *Github*://ralfisalhon

Jamblr | Music discovery and playlist creation platform | **Oct 2018 - May 2019**
- 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*
- Downloaded over 100 times from our project website. We only heard good things!

About Me

- Classical Pianist • Swimmer • Video Editor • Team Player • Hackathon Enthusiast • World's Fastest Smartphone Typer