

Rafael Alcalde Azpiazu (they/them)

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About me

Graduated with a Master in Computer Engineering (MUEI) from the Universidade Da Coruña (UDC). I'm also studying for a Master's in Videogames Design and Programming at the Universitat Oberta de Catalunya (UOC). I'm a full-stack engineer working on web application projects using Angular.js, React.js, and .NET architecture.

In my spare time, I like to develop video games and participate in game jams. All my hobby games are open source and built using the Godot engine and LÖVE (Love2D) framework.

Experience (6 years)

aug. 2023 - today

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Clarcat - Full-Stack Senior Engineer (1 year 8 months)

Worked on several projects for clients in the steel industry using Angular, React.js for the front end, and .NET technologies for the back end. The projects were developed using agile methodologies.

jan. 2023 - aug. 2023

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Shopfully (Tiendeo) - Full-Stack Engineer (8 months)

Worked on Creativity Online Editor for automatic ad generation in Google and Facebook ad services. The backend was developed in Node.js (with Express.js) using AWS microservices support. The front-end was developed in React.js using the same AWS support. All development followed SCRUM methodologies.

dec. 2020 - jan. 2023

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Tiendeo - Full-Stack Junior Engineer (2 years 1 month)

Maintainer of an admin web application for creating hyperlocal campaigns (Google and Facebook ads). The back end was developed in .NET Core 3.1 (updated to .NET 6) using microservices. In the front end I use the React.js framework. The development was done using agile methods (Kanban).

oct. 2019 - dec. 2020

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Aldaba - Full-Stack Junior Engineer (1 year 3 months)

Worked on an internal web application for time tracking, project management and human resources. The back end was developed in .NET Core 2.2. The front end in React.js. For CI/CD we used Azure services. The project was managed using SCRUM methods.

oct. 2018 - apr. 2019

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everis - JavaFX Intern Developer (7 months)

Maintenance of a web application for a leading textile company that controls the continuities (items that are not in the current sales campaigns). The web application was written in JavaFX and we used SVN for source control. The project was managed using SCRUM methods.

sept. 2017 - dec. 2017

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everis - PL/SQL Intern Developer (4 months)

XTEL/SAP development for leading local beer and food brand. I worked on PL/SQL procedures and documentation.

Portfolio

- **videoxogo.gal secretary** (jan. 2025)
Galician non-profit association of video games and interactive content.
<https://videoxogo.gal>
- **mastodon.gal administrator** (may 2021)
mastodon.gal is a mastodon server for the Galician community. The aim is the promotion of Galician language and our culture along the Internet.
<https://mastodon.gal/@nekerafa>
- **Personal blog** (apr. 2022)
A tech blog made with the Galician static generator framework Lume, and automatic deployment on GitHub Pages using GitHub Actions workflow.
<https://blog.nekerafa.dev>
- **LuaRaspi** (jul. 2019)
A Lua interpreter for Raspberry Pi with 2D graphics capabilities. Developed in C++.
<https://nekerafa.github.io/LRaspi>
- **Pokédexica** (sept. 2023)
A Pokédex quiz game for Twitch. The game aims to complete the National Pokédex. It's made with Godot Engine, and published for Numerica Twitch Jam.
<https://nekerafa.itch.io/pokedexica-twitch>
- **Shaking Asteroids** (feb. 2022)
An asteroid game in which a shaking animation appears on the screen as time passes. It's made with LÖVE and released for the LÖVE Jam 2022.
<https://nekerafa.itch.io/shaking-asteroids>
- **IndustryLP** (sept. 2021)
My UDC master thesis, an industrial estate generator mod for Cities: Skylines using logic programming and non-monotonic reasoning.
<https://steamcommunity.com/sharedfiles/filedetails/?id=2597556943>