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Graduated in Master's Computer Engineering (MUEI) at the University of A Coruña, I'm currently studying a Master in Videogames Design and Programming at the Universitat Oberta de Catalunya (UOC). I'm working as a full-stack engineer in web technologies projects using Angular.js, React.js and .NET architecture.

In my spare time I like developing video games and participating in game jams. All my games as hobbyist are open source and built using the Godot engine and LÖVE (Love2D) framework.

Experience (5 years 2 months)

aug. 2023	●	Clarcat - Full-Stack engineer (8 months)
		Worked on several projects for clients in steel industry using Angular, React.js for front-end, and .NET technologies for backend. The projects were developed with agile methodologies.
jan. 2023	●	Shopfully (Tiendeo) - Full-Stack developer (8 months)
		Worked on Creativity Online Editor for automatic ad generation in Google and Facebook ad services. The back-end 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 the development followed SCRUM methodologies.
dec. 2020	●	Tiendeo - Full-Stack junior developer (2 years 1 month)
		Maintainer of an admin webapp 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 employed agile methods (Kanban).
oct. 2019	●	Aldaba - Full-Stack junior developer (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 methodologies.
oct. 2018 - apr. 2019	●	everis - JavaFX junior developer (7 months)
		Worked on a web application for a leading textile company that controls the continuities (items that are not in sales campaigns). The web application was written in JavaFX and we used SVN for source control. The project was managed using SCRUM methodologies.
sept. 2017 - dec. 2017	●	everis - PL/SQL junior developer (4 months)
		XTEL/SAP development for leading local beer and food brand. I worked on PL/SQL procedures and documentation.

Some personal projects

- **mastodon.gal administrator** (may 2021)
mastodon.gal is a mastodon instance for the galician community. The aim is the promotion of galician language and 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 aim of the game is 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 when the time progresses, a shaking animation will appear onto the screen. It's made with LÖVE and published for the LÖVE Jam 2022.
<https://nekerafa.itch.io/shaking-asteroids>
- **IndustryLP** (sept. 2021)
This is my Master degree dissertation, an industrial estate generator mod for Cities: Skylines using logic programming and non-monotonic reasoning.
<https://steamcommunity.com/sharedfiles/filedetails/?id=2597556943>