

# Rafa Alcalde Azpiazu (they/them)

🏠 Rúa do Traballo 2, 6º Izda., (15002) A Coruña, Galiza, Spain

✉ r.alcalde.azpiazu@gmail.com 📞 +34 676 22 57 12

🌐 <https://nekerafa.github.io> <https://nekerafa.itch.io>






🌐 <https://www.linkedin.com/in/rafael-alcalde-azpiazu>

Graduated in Master's Computer Engineering (MUEI) at the University of A Coruña (UDC - FIC), I'm currently working as a full-stack engineer in web technologies projects using React.js, Node.js or .NET.

In my spare time I'm developing video games, both learning and competing in game jams. My projects are open source, built using the Godot engine and LÖVE (Love2D) framework, and are available in my public source repositories.

I also develop personal DIY and modding projects in Raspberry Pi and Arduino, so I am developing homebrew for PSP and PSVita.

## Experience

- jan. 2023  **Shopfully - Full-Stack engineer**  
Mainly I 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, and the front-end was developed in React.js using the same AWS support. The project was developed using SCRUM methodologies.
- dec. 2020  **Tiendeo - Full-Stack junior developer**  
The goal is to maintain 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, and the front-end in React.js. The project was developed using agile methods (Kanban).
- oct. 2019  **Aldaba - Full-Stack junior developer**  
I worked on an internal web application for time tracking, project management and human resources. The backend was developed in .NET Core 2.2 and the frontend in React.js. For CI/CD we used Azure services. For project management we use SCRUM methodologies.
- oct. 2018 - apr. 2019  **everis - JavaFX junior developer**  
We maintain 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.
- oct. 2017 - dec. 2017  **PL/SQL junior developer**  
XTEL/SAP development for leading local beer and frond brand. We mainly modified the PL/SQL procedures so as not to make any changes to the code application.

## Personal projects

### - mastodon.gal administrator

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>

### - LuaRaspi

A Lua interpreter for Raspberry Pi with 2D graphics capabilities. Developed in C++.

<https://nekerafa.github.io/LRaspi>

### - IndustryLP

This is my Master degree disertation, an industrial estate generator mod for Cities: Skylines using logic programming and non-monotonic reasoning.

<https://steamcommunity.com/sharedfiles/filedetails/?id=2597556943>

### - Cards Against Humanity for Twitch

Card Against Humanity is a fill-the-gap card game with funny, darkly humorous answers. Currently this game is made with Godot.

<https://github.com/NEKERAFATwitch-CAH>