

OLIVER ALMALEL

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TECHNOLOGIES

React | Redux | GraphQL | Apollo | JavaScript | jQuery | AWS S3 | Ruby | Rails | RSpec | SQL | PostgreSQL
MongoDB | Docker | Git | HTML5 | Canvas | CSS3 | SASS | Adobe[Photoshop, Illustrator, After Effects, Animate]

PROJECTS

ETHER TECHNA (Ruby on Rails, Postgres, JavaScript, React + Redux, HTML, CSS)

[Live](#) | [GitHub](#) | *A social journalism app inspired by Medium.com*

- Built custom text editor component using React and vanilla DOM JS to provide an easy to use authoring experience
- Eager loads data from Amazon Web Services S3 to reduce image pull requests from third party storage
- Secures front-end routes with Redux state changes to manage access to features based on user type
- Styled site content and layout with SASS to handle oversized images and content, creating a clean UI

PINTRIGUE (JavaScript, React, MongoDB, Express, HTML, CSS)

[Live](#) | [GitHub](#) | *A social aggregate app styled after Pinterest*

- Implements AWS with MERN stack, hashing image assets on the back end to allow anonymity of uploaded content
- Utilizes React to render modal forms that guide users through the UI intuitively
- Incorporates React-Stack-Grid and React-Dropzone for streamlined image loading and presentation

JUST DECIDE (GraphQL, Apollo, JavaScript, React, MongoDB, Express, HTML, CSS)

[Live](#) | [GitHub](#) | *Social voting app to help indecisive groups arrive at a decision*

- Employs GraphQL to resolve back-end queries from multiple tables into a single request, reducing fetches to the back end
- Leverages Apollo's memory cache to store data across end-points, reducing extraneous back-end mutations
- Bakes in custom user-auth validations, providing DRY, easy to scale code for all back-end resolvers

PHARMACIST ZENNY (JavaScript, React, MongoDB, Express, HTML, CSS)

[Live](#) | [GitHub](#) | *Field puzzle game that emulates Nintendo's Dr. Mario*

- Designed with OOP principles, using pure vanilla DOM JavaScript
- Takes advantage of HTML5's Canvas to procedurally generate vector graphics for faster render time
- Illustrated by hand all in-game rasterized graphics--animated with Canvas

EXPERIENCE

Operations Manager - Micro Markets

Gourmet Coffee Service

Dec 2011 - Nov 2018

- Selected to headline a new line of business (micro markets), building the department from 1 employee (myself) to a close-knit team of 10
- Wrote an application in VBA that lowered waste of Fresh Consumables down to 6%--The regional average hovering at 15%
- Department broke 7 figures in gross sales by the 8th running quarter, and achieved it's ROI by the 3rd year--ahead of schedule

Pharmacy Technician

Rite-Aid Pharmacy

Dec 2011 - Nov 2018

- Regularly responsible for transcribing and preparing over half the daily work queue, roughly 128 prescriptions on average, peaking around 200.
- Due to quick apprehension of newly launched NexGen software, chosen to handle training of new hires, imparting best practices and techniques.
- Took initiative to maintain and repair in-house CRS robotic drug-dispensing system, ScriptPro 2000, extending operational service before needing engineer support.

EDUCATION

Full Stack Web Development - App Academy (Summer 2019)

B.A. - Multimedia Design - California State University - Northridge (May 2009)