

# 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
- Applied eager-loading of database data from Rails to Amazon Web Services S3 to prevent excessive pull requests
- Achieved secured front-end routes via Redux state changes to manage feature access 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*

- Implemented AWS S3 with MERN stack, hashing image assets on the back end to allow anonymity of uploaded content
- Utilized React to render modal forms that guide users through the UI intuitively
- Incorporated 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*

- Employed GraphQL to resolve back-end queries from multiple tables into a single request, reducing fetches to the back end
- Leveraged Apollo's memory cache to store data across end-points, reducing extraneous back-end mutations
- Integrated 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 Vanilla JavaScript that produces parseable code that is light-weight and reusable
- Took advantage of HTML5's Canvas to procedurally generate vector graphics for fast render time and modular composition
- Illustrated by hand all in-game rasterized graphics using physical tablet editor--animated frames in Canvas

## EXPERIENCE

### Operations Manager - Micro Markets

*Gourmet Coffee Service*

Dec 2011 - Nov 2018

- Spearheaded 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%
- Managed and trained employees and designed the SOP which grossed the department 7 figures in sales by the 8th running quarter, achieving it's ROI by the 3rd year--ahead of schedule

### Pharmacy Technician

*Rite Aid Pharmacy*

Dec 2011 - Nov 2018

- Responsible for transcribing and preparing over half the daily work queue, roughly 128 prescriptions on average, peaking around 200.
- Led training and onboarding for 3 years, providing leadership on company policy and procedures, as well as best practices for Rite Aid's proprietary software, NexGen.
- Took initiative to maintain and repair in-house CRS robotic drug-dispensing system, ScriptPro 2000, which extended operational service and prevented unnecessary calls to engineer support.

## EDUCATION

**Full Stack Web Development** - App Academy (Summer 2019)

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