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** global states to manage feature access based on user type
- Styled site content and layout with **SASS** to handle oversized images and content, creating a clean **UX**

PINTRIGUE (JavaScript, React + Redux, MongoDB, Express, HTML, CSS)   Live | GitHub

A social aggregate app styled after Pinterest
- Built with the **MERN** stack and **AWS S3**, image assets are hashed on the back end to give anonymity for uploaded content
- Utilized **React** to render **modal page forms** that guide users through the **Single Page App** with an intuitive **UI**
- Incorporated **Third party libraries**, 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)   Work In Progress | 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 which serviced the Great Los Angeles area in over 50 locations.
- 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
- Wrote an application in **VBA** that reduced waste of Fresh Consumables down to 6%--The regional average hovering at 15%

Pharmacy Technician

Rite Aid Pharmacy   Mar 2003 - July 2009
- 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.
- Responsible for transcribing and preparing the daily work queue, roughly 128 prescriptions on average, peaking around 200.

EDUCATION

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

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