Edson Almachar

Phone: 775-815-3720 E-mail: eoa775@live.com

Address: 2173 Barberry Way, Reno, NV, 89512 - (willing to relocate!)

Website/portfolio: ealmachar.github.io

WORK EXPERIENCE

RDM Infinity - Contracted Web Developer

Oct 2015 - Sept 2017

- Crafted faster and more readable mobile inventory management systems with jQuery mobile for companies with warehouse distribution sectors reducing device cost by 90%.
- Emulated frontend design and backend functionality for handheld barcode scanning equipment.
- Programmed Interface protocols with legacy PICK database systems through an intermediary PHP server maintaining workflow familiarity.

UNR's Brain Computation Lab - Software Developer

May 2014 - Dec 2014

- Constructed Reporting and Graphing interface through SVG manipulation using D3js and data processing through Angularis.
- Constructed backend data streaming service using Flask and WebSockets.
- Managed project merging of NCR and NCB using Gruntis.

COMPUTER DEVELOPMENT

Languages: Javascript (Advanced), C++/C (Intermediate), Python (Basic), PHP (Basic) Web Technologies: HTML, CSS, ¡Query, Ajax, AngularJS, SVG and D3js, Canvas, Sass, ThreeJS

EDUCATION

University of Nevada, Reno Bachelor of Science, Computer Science Minor in Mathematics

2014

EXAMPLE FRONTEND PROJECTS - (viewable on ealmachar.github.io)

Man-made Satellite Visualization - Used D3js and Canvas to construct a real time speed and distance visualization of man made satellites orbiting earth, including play controls and distance modifiers.

Iris Flower Dataset Visualization - Used D3js to construct a radial specimen picker to visualize Ronald Fisher's Iris Dataset where users can view top and side visualizations and scatter plots.

Bay Area Bike Station Visualization - Used D3js to construct a multigraph dashboard (including Google maps) to visualize bike station activity in the Bay area.

N-Body Solar System 3D Visualization - Used THREEjs and Angularjs to construct an n-body simulation of the solar system in WebGL, including 3D models, effects, menus and sounds.