# <Claude Müller/>

#Full Stack Senior Software Engineer

Hard-working, enthusiastic, self-made coding polyglot who has worked with various programming languages and leans towards low-level programming. Webapps, websites, APIs, Arduino projects and video games are just some of the projects he's worked on. Enjoys contemplating problems and the way things work, how to fix or improve upon them, then takes great pleasure in building a creative and robust solution. Loves to constantly learn and acquire any skill needed through dedication and self-application.

# **Work History**

#### 2022/02 - current

# **Senior Engineer**

Klarna - Stockholm, Sweden

- Working in user account management as a full-stack software engineer streamlining the management of user data.
- Writing scalable, speciliased and isolated micro-services to support the web front-end and mobile apps.
- Managing and deploying cloud infrastructure to support our suite of services.
- Building and improving features for the web front-end and mobile apps.



#### 2021/05 - 2022/02

# **Senior Full-Stack Engineer**

Paystack - Lagos, Nigeria (Remote)

- As a senior on Refunds and Reversals, designed and built the refunds and reversals micro-service.
- Increase the efficiency and reliability of refunds and reversals through the use of technologies like Kafka.
- Part of the Stability and Reliability team in charge of tackling the hard problems facing the rapid growth of Paystack.

HTML CSS SASS	JavaScript TypeScript	Jest Node.js	Shell Scripting MySQL
MongoDB Kafka r	pm Yarn Git Docker	Kubernetes	nux GitHub Jira

#### 2020/05 - 2021/05

## **Senior Software Engineer**

SPAN Digital Innovation - San Francisco, USA & Cape Town, SA (Remote)

- Create solutions as a polyglot full stack software engineer, covering projects in Go, Scala, Java, JavaScript and Python.
- Using technologies such as Caddy, Akka, Apache Spark, Apache Kafka and Hadoop.

$\fbox{HTML \ccite{CSS} SASS Go \cite{Go} Java \cite{Scala} \cite{Scala} \cite{Scala} \cite{TypeScript} \cite{TypeScript} \cite{Python} \cite{Dunit} \cite{Tunit} \cite{TypeScript} TypeScrip$	estify		
Shell Scripting     PostgreSQL     MySQL     Caddy     Spring     Spring Boot     Akka     Apache Spark			
Apache Kafka Hadoop sbt Gradle Yarn Git Docker Linux GitHub Jira			

### 2018/03 - 2020/04

# Freelance Full Stack Software Developer

dxt.rs (Remote)

### Info

### Languages

English (native)
Afrikaans (native)
Svenska (beginner)
Deutsche (beginner)

### Contact

#### E-mail

claude@dxt.rs

#### LinkedIn in

LinkedIn Profile

#### **Portfolio**

https://claudemuller.io

#### Github 🖸

https://github.com/claudemuller

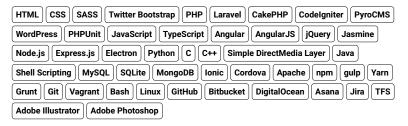
### Blog 🖹

**DeXTerouS** 

### **Skills**

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- Develop websites, APIs and systems using: HTML; CSS; PHP (Laravel, PyroCMS, CakePHP, Codelgniter, WordPress, vanilla); JavaScript & TypeScript (Angular, AngularJS, jQuery, Meteor); Node.js; Ionic & PhoneGap;
- Linux server administration (Ubuntu, CentOS, Debian).
- MySQL, SQLite, MongoDB databases.



#### 2019/04 - 2020/03

## **Full Stack Developer Consultant**

Team Extension - Bucharest, Romania (Remote)

- Wrote server-side and client-side code for Laravel and PyroCMS projects using PHP (Laravel), HTML, CSS and JavaScript.
- Part of team that built Laravel-based CRM system as well as custom PyroCMS website a company in energy management.
- Used Git, Jira, CircleCI.



#### 2019/01 - 2020/01

# PHP and JavaScript Developer

Crayon - Johannesburg, Gauteng, SA (Remote)

- Rewrote recruitment webapp into full Laravel and JavaScript-based solution that caters to 37000+ users.
- Extended MVP to include various features including: integration with payment partner; webcam integration; custom filtering.
- Linux (CentOS) VPS administration.
- Used Git, Asana.



### 2016/10 - 2018/02

## **JavaScript Developer**

Derivco - La Lucia, KwaZulu-Natal, SA

- Maintained and extended global online Bingo app servicing millions of players.
- Wrote custom TypeScript and JavaScript Angular modules.
- Integrated with .NET back-end via protocol buffers.
- Extended custom integration with PixiJS WebGL/Canvas renderer.
- Wrote integration and unit tests with Jasmine.
- · Used SVN, Git, TFS.

HTML	css	SASS	JavaScript	TypeScript	Angular	Angu	ılarJS	Jasmine	Node.js
MS SQL	npm	Yarn	Webpack	Git SVN	Kibana	Agile	TFS	SCRUM	Kanban

### 2015/01 - 2016/09

# **CTO and Chief Software Developer**

Media Rocket Studio - Rivonia, Gauteng, SA

- Architected customer front-end and back-end solutions.
- Wrote APIs and web systems with front-end in PHP (WordPress,

MongoDB	•••••
AWS	•••••
Linux	•••••
Git	•••••
Jira	•••••
TFS	•••••

## **Other Tech**

Kafka, Akka, Apache Spark, Lua, Shell Scripting, Objective-C, Perl, Assembly, PHPUnit, Jest, Jasmine, SQLite, Electron, Ionic, PhoneGap, PixiJS, SDL, Cocos2D, Arduino Laravel) and JavaScript (AngularJS, jQuery) and back-end in PHP & JavaScript (Laravel, Node.js).

- Mobile apps with Ionic and PhoneGap.
- MySQL and MongoDB databases.
- Linux administration (Ubuntu).
- Used Git



#### 2013/08 - 2014/12

## **Full Stack Web Developer**

Flint Studio - Morningside, Gauteng, SA

- Develop systems and integrations using PHP (Laravel, CakePHP and vanilla).
- Develop custom themes and websites using PHP and WordPress.
- Work closely with designers to implement custom designs as per client spec.



#### 2012/07 - 2013/07

## Full Stack PHP and JavaScript Developer

Satinsky - Faerie Glen, Gauteng, SA

- Rewrote internal and client-facing web systems from Perl into PHP (Codelgniter) and JavaScript.
- Built mobile app for Android (native), iOS (native) and BlackBerry (PhoneGap).
- Built email campaign management utilities in Python.
- Linux administration (CentOS).



#### 2010/01 - 2012/06

# Owner/Web Designer/Web Developer

dragonFli designs - Benoni, Gauteng, SA

- Built websites and systems for various clients in PHP, JavaScript, HTML and CSS from scratch.
- Maintained and installed networks, workstations, servers and backup solutions.



### **Education**

### **Tertiary**

2004 A+ Hardware and Software

CTU Training Solutions

#### Certificates

2021/08

C++ Nanodegree Program #

Udacity

2021/07

Create a 2D Game Engine with C++ & Lua

Pikuma.com 2020/04 Introduction to Game Development # Coursera 2019/06 Fundamentals of 2D Game Engines with C++ and Lua # Udemy 2017/09 How to Program Games: Tile Classics in JS for HTML5 Canvas Udemy 2020/08 Lightbend Scala Language Professional - Level 2 # Lightbend 2020/08 Learn How To Code: Google's Go (golang) Programming Language # 2020/05 Go: The Complete Developer's Guide (Golang) # 2020/04 Python for Everybody Specialization # Coursera 2020/04 Capstone: Retrieving, Processing, and Visualizing Data with Python Coursera 2020/04 Python for Everybody (Getting Started with Python) Coursera

2020/04 Python Data Structures

Coursera

2020/04 <u>Using Databases with Python</u>

Coursera

2020/04 Using Python to Access Web Data \*

Coursera