

<Claude Müller/>

#Full Stack Senior Software Engineer

I am a self-taught Generalised Specialist versed in various languages but currently focussing on Go, C and Odin on the backend and TypeScript and JavaScript on the frontend. I value simplicity, quality and correctness and strive to build robust and stable solutions through collaborative, well-thought-out architecture and thorough testing. I love the art of programming and understanding and manipulating the minutiae of computer systems, and so enjoy low-level programming. I enjoy contemplating problems and deeply analysing the way things work. I love to learn, so acquiring new skills and knowledge is deeply embedded within me.

Work History

2024/11 - current

Backend Engineer

Embark Studios - Stockholm, Sweden

I work as a full-stack engineer in the Social area of our game The Finals. We deliver all social functionality in game for players which includes friends, blocked players, clubs, parties, text and voice chat and authentication management. We do this with scalable, distributed backend microservices written in Go that utilise Spanner and GCP and the game client and servers which leverage Unreal Engine.

Go

C++

Kubernetes

Spanner

Unreal Engine

GCP

Grafana

Git

Bazel

Linux

Jira

2022/07 - 2024/11

Senior Software Engineer

Tele2 - Kista, Sweden

I work in network data collection where we are responsible for optimising the collection of massive amounts of data from customer modems, cellular base stations, edge routers, HFC transponders, to name but a few. We then validate the data from these various sources and in various formats and convert it into our standardised format before making it available to the rest of the company.

I am responsible for starting guilds in Go, JavaScript/TypeScript and Software Engineering as well as building out Tele2's open source contributions.

Go

Kubernetes

SNMP

ELK stack

Shell Scripting

Kafka

MongoDB

Prometheus

Grafana

Kibana

HFC

Networking

Git

Jenkins

Docker

Linux

Jira

2022/02 - 2022/06

Senior Engineer

Klarna - Stockholm, Sweden

- Worked in user account management as a full-stack software engineer streamlining the management of user data.
- Wrote scalable, speciliased and isolated micro-services to support the web front-end and mobile apps.
- Managed and deployed cloud infrastructure to support our suite of services.
- Built and improved features for the web front-end and mobile apps.

React

React-Native

JavaScript

TypeScript

Jest

Node.js

Shell Scripting

PostgreSQL

Redis

Kafka

Cloudformation

npm

Yarn

Git

Jenkins

Docker

AWS

Linux

Jira

Info

Languages

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

Contact

E-mail

claude@dxt.rs

LinkedIn

[LinkedIn Profile](#)

Portfolio

<https://claudemuller.io>

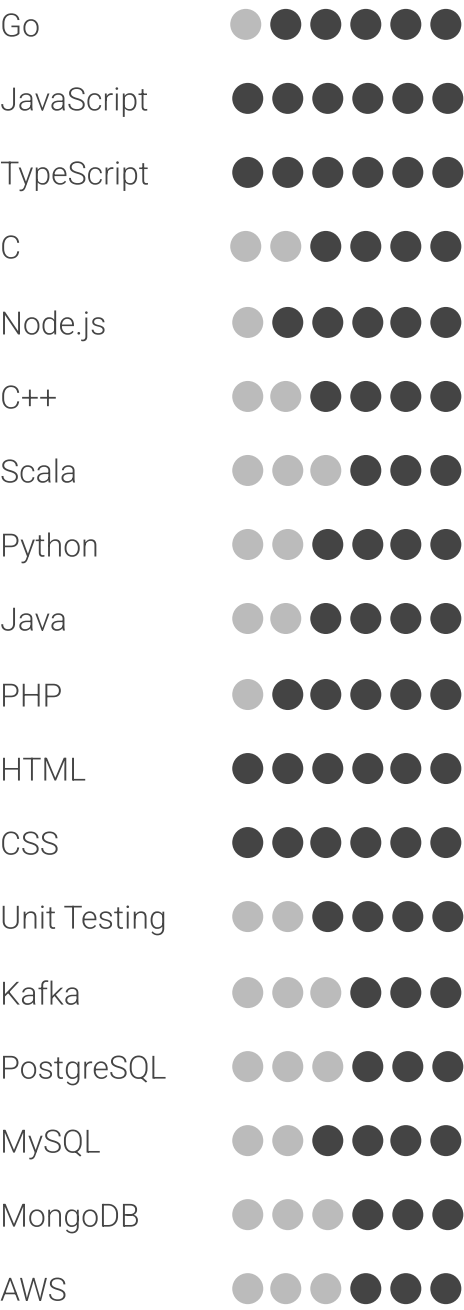
Github

<https://github.com/claudemuller>

Blog

[DeXTeRouS](#)

Skills



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.
- Increased the efficiency and reliability of refunds and reversals through the use of technologies like Kafka.
- Was 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

npm

Yarn

Git

Docker

Kubernetes

Linux

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.

HTML

CSS

SASS

Go

Java

Scala

JavaScript

TypeScript

Python

JUnit

Testify

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)

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

HTML

CSS

SASS

Twitter Bootstrap

PHP

Laravel

CakePHP

CodeIgniter

PyroCMS

WordPress

PHPUnit

JavaScript

TypeScript

Angular

AngularJS

jQuery

Jasmine

Node.js

Express.js

Electron

Python

C

C++

Simple DirectMedia Layer

Java

Shell Scripting

MySQL

SQLite

MongoDB

Ionic

Cordova

Apache

npm

gulp

Yarn

Grunt

Git

Vagrant

Bash

Linux

GitHub

Bitbucket

DigitalOcean

Asana

Jira

TFS

Adobe Illustrator

Adobe Photoshop

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.

HTML

CSS

SASS

PHP

Laravel

PyroCMS

WordPress

JavaScript

jQuery

MySQL

Apache

npm

gulp

Git

Vagrant

CircleCI

Bash

Linux

GitHub

Agile

Jira

Kanban

Figma

2019/01 - 2020/01

PHP and JavaScript Developer

Crayon - Johannesburg, Gauteng, SA (Remote)

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

- 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.



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, 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 (CodeIgniter) and JavaScript.
- Built mobile app for Android (native), iOS (native) and BlackBerry (PhoneGap).

- Built email campaign management utilities in Python.
- Linux administration (CentOS).

HTML

CSS

SASS

PHP

CodeIgniter

WordPress

JavaScript

Perl

Java

Android

Objective-C

iOS

Python

jQuery

MySQL

Apache

Bash

Linux

Bash

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.

HTML

CSS

PHP

JavaScript

jQuery

Perl

MySQL

Apache

Linux

Adobe Illustrator

Adobe Photoshop