

<Claude Müller/>

#Full Stack Software Developer

B.Sc. Hons. Computer Science (scheduled to complete 2022)

Hard-working, enthusiastic, self-made coder who has learned various programming languages, which he uses to create custom software solutions. 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

2018/03 - Current

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 (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 (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.

HTML

CSS

SASS

PHP

Laravel

WordPress

JavaScript

jQuery

MySQL

Apache

npm

gulp

Git

Vagrant

Bash

Linux

GitHub

Asana

Kanban

Info

Languages

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

Contact

E-mail

claude@dxt.rs

Contact Number

+27 84 229 6560

LinkedIn

[LinkedIn Profile](#)

Portfolio

<https://claudemuller.io>

Github

<https://github.com/claudemuller>

Blog

[Unschooling Life](#)

Skills

HTML	●●●●●
CSS	●●●●●
PHP	●●●●●
JavaScript	●●●●●
TypeScript	●●●●●
Python	●●●●●
Laravel	●●●●●
Angular	●●●●●
Node.js	●●●●●
Unit Testing	●●●●●
MySQL	●●●●●
Linux	●●●●●
Git	●●●●●
Jira	●●●●●
TFS	●●●●●

2016/10 - 2018/02

JavaScript Developer

Derivco - La Lucia, KwaZulu-Natal

- 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

- 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

- 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.

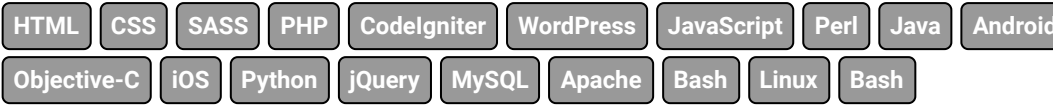


2012/07 - 2013/07

Full Stack PHP and JavaScript Developer

Team Extension - Faerie Glen, Gauteng

- 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).



2010/01 - 2012/06

Owner/Web Designer/Web Developer

dragonFli designs - Benoni, Gauteng

- Built websites and systems for various clients in PHP, JavaScript, HTML and CSS from scratch.

Other Tech

C, C++, Java, Perl, Shell Scripting, Objective-C, Assembly, PHPUnit, Jasmine, SQLite, MongoDB, Electron, Ionic, PhoneGap, PixiJS, SDL, Cocos2D, Arduino

- Maintained and installed networks, workstations, servers and backup solutions.

HTML

CSS

PHP

JavaScript

jQuery

Perl

MySQL

Apache

Linux

Adobe Illustrator

Adobe Photoshop

Education

Tertiary

2022	Bachelor of Science: Computer Science <i>University Of The People - Pasadena (Distance)</i>
2022	Bachelor of Science: Computer Science <i>Open Source Society University – The Internet (Distance)</i>
2004	A+ Hardware and Software <i>CTU Training Solutions</i>

Certificates

2020/04	<u>Python for Everybody Specialization</u> 🌟 <i>Coursera</i>
2020/04	<u>Capstone: Retrieving, Processing, and Visualizing Data with Python</u> 🌟 <i>Coursera</i>
2020/04	<u>Python for Everybody (Getting Started with Python)</u> 🌟 <i>Coursera</i>
2020/04	<u>Python Data Structures</u> 🌟 <i>Coursera</i>
2020/04	<u>Using Databases with Python</u> 🌟 <i>Coursera</i>
2020/04	<u>Using Python to Access Web Data</u> 🌟 <i>Coursera</i>
2020/04	<u>Introduction to Game Development</u> 🌟 <i>Coursera</i>
2019/06	<u>Fundamentals of 2D Game Engines with C++ and Lua</u> 🌟 <i>Udemy</i>
2017/09	<u>How to Program Games: Tile Classics in JS for HTML5 Canvas</u> 🌟 <i>Udemy</i>