

Derek Mueller

San Diego, CA

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Experience

Web & Database Developer

HP Inc.

March 2016 - Present

San Diego

- Developed web, desktop, and mobile customer signup flows for HP Instant Ink using Ruby on Rails, React, and Webpack.
- Prototyped and developed a responsive single-page user dashboard app.
- Led the migration of front-end code from a monolithic codebase to independently-deployed single-page applications, streamlining development, testing, and maintenance.
- Trained several developers, bringing them up to speed on the technologies, systems, and methodologies that our team relied on.
- Worked on an agile development team that emphasized pair programming and test-driven development.

Web Developer

X2Engine Inc.

March 2013 - February 2016

Santa Cruz

- Helped develop an open source customer relationship management web application using the Yii PHP framework.
- Performed a wide range of roles, including backend and frontend development, feature design, UI design, test automation, release engineering, quality assurance, custom development for customers and partners, and technical support.
- Developed a reporting GUI, an email client, a responsive mobile layout, PhoneGap-based Android/iOS mobile applications, a customizable user dashboard, interactive data visualizations, a continuous integration server, and integrations with Google+ and Twitter via REST API.

Skills

Languages: JavaScript, Ruby, PHP, SQL, TypeScript, Haskell, Python, Perl, C, C++, Java, Scheme, Octave, OCaml, PureScript

Frameworks: Ruby on Rails, Yii, Express

Processes: Agile software development, TDD, pair programming, continuous integration

Tools: React, Redux, Webpack, GraphQL, Apollo, MySQL, Node.js, Rspec, Jest, PHPUnit, Selenium, Apache2, Nginx, HTML, CSS, Sass, Bootstrap, D3.js, SVG, HTML Canvas, WebSockets, Amazon EC2, responsive design, OOP, refactoring, design patterns, functional programming, algorithm design, Bash, Vim, RubyMine

Education

University of California, Santa Cruz
Bachelor of Science - Computer Science

September 2008 - June 2013

- Grade point average: 3.81
- Elective Coursework: Advanced Programming, Software for Society, Foundations of Interactive Game Design, Technical Writing, Hypermedia and the Web, Introduction to Computer Networks, Introduction to Database Management Systems
- Achievements: cum laude, Highest Honors in the Major, Jack Baskin Endowed Scholarship

Projects (github.com/derektmueller)

- Machine learning: JavaScript libraries for neural networks and text classification; image completion via supervised learning
- Algorithm visualizations and generative art
- PureScript foreign function interface for p5.js
- Spaced repetition flash card program with interactive command-line interface written in Node.js
- Web game development library based on HTML Canvas