

Derek Mueller

San Diego, CA

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Experience

Software Engineer

HP Inc.

March 2016 - Present

San Diego, CA

- Developed web, desktop, and mobile features for HP Instant Ink using Ruby on Rails and React
- Led the migration of front-end code from a monolithic codebase to independently-deployed applications, which streamlined development, testing, and maintenance
- Led a cross-team effort to migrate a core piece of business logic between our two largest backend services, reducing code duplication and simplifying our APIs
- Spearheaded the development of a user dashboard app, creating the initial prototype and establishing tools, technologies, and API design
- Trained developers, bringing them up to speed on our technologies, systems, and methodologies
- Worked on an agile development team, practicing pair programming, test-driven development, and continuous integration

Software Engineer

X2Engine Inc.

March 2013 - February 2016

Santa Cruz, CA

- Developed features for 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
- Created 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, ES6, Ruby, PHP, SQL, TypeScript, Haskell, Python, Perl, C, C++, Java, Scheme, Octave, OCaml, PureScript

Other: Ruby on Rails, Yii, Express, 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, Bash, responsive design, OOP, refactoring, design patterns, functional programming, algorithm design, agile software development, TDD, pair programming, continuous integration

Education

University of California, Santa Cruz

Bachelor of Science - Computer Science

September 2008 - June 2013

- Grade point average: 3.81
- 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