

Derek Mueller

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Experience

Web & Database Developer

March 2016 - Present

HP Inc.

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

March 2013 - February 2016

X2Engine Inc.

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, ES6, ES7, Ruby, PHP, SQL, Haskell, Python, Perl, C, C++, Java, Scheme, Octave, OCaml, Vimscript

Frameworks: Ruby on Rails, Yii, Express

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

Tools: React, Redux, Webpack, MySQL, Node, Git, GitHub, Vim, IntelliJ IDEA, Rspec, Jasmine, Jest, PHPUnit, Selenium, Apache 2, Nginx, PhoneGap, jQuery Mobile, HTML, HTML5, CSS, Sass, jQuery, jQuery UI, Bootstrap, D3.js, Ajax, SVG, HTML Canvas, WebSockets, Amazon EC2, responsive design, OOP, refactoring, design patterns, functional programming, algorithm design, Linux, Windows, Bash, LaTeX, GIMP, Wordpress

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/parenparen)

- Machine learning: JS libraries for neural networks and text classification; image completion via supervised learning
- Git-based spaced repetition flash card program with interactive command-line interface written in Node.js
- Mini HTML5 canvas game development library
- SVG/canvas-based games and algorithm visualizations