

DAVID MOSTOLLER

SOFTWARE ENGINEER

CONTACT

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[LinkedIn](#) | [GitHub](#) | [Medium](#)

PROFILE

I'm a software engineer and project leader with a focus on crafting collaborative tech solutions, leading diverse teams to drive results, and integrating multimedia and user-centered design.

My goal is to unite technology and creativity, creating impactful products that foster community and drive meaningful user experiences.

SKILLS

Front-End Development:

React, Javascript, HTML5, CSS, SaSS, Semantic-UI, Tailwind CSS, Typescript, Webpack, Redux, Next.js, Node.js, Cloudinary, APIs, Git

- API Integration
- Performance Optimization
- Agile Methodologies
- UI/UX Design
- Testing Frameworks

Backend Development:

Python, Flask, PostgreSQL, Rest APIs, AWS, SQLAlchemy, Docker, .NET, PHP, Ruby, Git, Postman

- Database Design
- Object Oriented Programming
- Cloud Services
- Debugging
- Microservices

LLMs/AI:

ChatGPT, LLama-Index

- Indexing
- Machine Learning

Data Analysis:

SQL, MySQL, Mapbox

- Analytical Thinking
- Collaboration

Graphic Design:

Adobe Creative Suite

WORK

Full Stack Software Engineer

Freelance, Philadelphia, PA

2022-current

- Designed and developed responsive, user-friendly websites and web applications for a diverse clients, ensuring cross-platform compatibility and user satisfaction.
- Implemented robust front-end features using modern frameworks like React, combined with efficient back-end solutions in Python/Flask using RESTful APIs, ensuring seamless integration and smooth user experiences.
- Collaborated with clients to define project requirements and deliver tailored solutions, consistently meeting deadlines and increasing client satisfaction by 35%.
- Managed full project life cycles from planning to deployment and maintenance, ensuring high-quality deliverables and maintaining up-to-date knowledge of industry trends and best practices.

Music Teacher / Web Developer

Future Media Academy, Belgium

2020-2023

- Mentored students in electronic music production, developing curriculum and delivering lessons that enhanced students' technical and creative skills.
- Enhanced the academy's website to serve 5,000 international students by improving accessibility, optimizing front-end UI, and integrating video streaming and real-time chat features, boosting user engagement by 50%.
- Troubleshooted and resolved technical issues, improving the reliability and performance of web-based tools, reducing downtime by 35%.
- Collaborated with colleagues to identify and implement technology solutions that supported educational goals, improving overall digital learning experiences and increasing course completion rates by 25%.

Business Analyst

Zoomer, Inc, Philadelphia, PA

2015-2016

- Ensured the integrity and precision of large SQL datasets, managing complex reports and dashboards to support data-driven decision-making.
- Utilized MapBox to design insightful data visualizations that guided executive decisions on market entry strategies and attracted investors, contributing to Zoomer's growth to a \$20 million valuation, positioning the company as a strong competitor to industry giants like DoorDash.
- Led multifaceted projects with a proven ability to meet deadlines, demonstrating strong ownership and consistently delivering effective, impactful solutions.

Software Engineer

Entourage Yearbooks, Princeton, NJ

2010-2013

- Led a team to develop a full stack web application, including an online store and yearbook management system, contributing to Entourage Yearbooks becoming the fastest-growing yearbook company in the USA, with a 150% increase in annual revenue.
- Spearheaded the integration of Chili Publish, making Entourage the first U.S. online yearbook publisher to offer comprehensive web-based design software, which improved design capabilities and customer satisfaction by 30%.
- Leveraged end-to-end testing methodologies, ensuring seamless compatibility between front-end and back-end systems, which enhanced user experience and reduced system errors by 25%.

Digital Marketing & Brand Manager

Kabayun, Superluminal, Philadelphia, PA

2008-2023

- Developed and managed a personal brand across digital platforms, creating a strong online presence through a dedicated artist website and consistent content strategies.
- Leveraged social media and digital marketing tools to increase brand visibility, achieving a 9,900% growth in followers and engagement through targeted campaigns and community building.
- Created and curated multimedia content, including graphics, videos, and promotional materials, to enhance brand identity and connect with a global audience.
- Analyzed audience data and trends to optimize marketing strategies, improve user engagement, and drive brand growth.

EDUCATION

The Flatiron School

Certificate 2023-2024
Software Engineering & Computer Science

Wesleyan University

Bachelor of the Arts 2004-2008
Government

PROJECTS

Artist-Fan Interaction & Content Hub

React, Python, Flask, Javascript, SQLAlchemy, GeoPy, Cloudinary, PostgreSQL, WaveSurfer, Semantic-UI 2024

A dynamic platform that allows artists to create and share content while engaging with fans through comments, chat forums, and personalized music collections. This project aims to enhance artist-audience connections by providing interactive features and a seamless user experience, showcasing my ability to develop solutions that drive user engagement and community building.

[Github Repo](#) | [Deployed Site](#) | [Video Demo](#)

Contextual Video Chatbot Assistant

React, Python, Flask, Javascript, CSS, ChatGPT, Llama-Index 2024

A smart tool designed to answer user queries based on YouTube video content. By integrating video transcripts with ChatGPT and providing an interactive React front end, this project highlights my commitment to offering students personalized support and enhancing their learning experience through advanced AI technology.

[Github Repo](#) | [Deployed Site](#) | [Video Demo](#)

Interactive Artist Showcase & Engagement Platform

React, Python, Flask, Javascript, SQLAlchemy, Semantic-UI, Cloudinary, PostgreSQL 2024

A platform that enables an artist to showcase their work and engage with their audience through comments and feedback. This project was created to empower artists by providing them with a professional yet interactive online presence.

[Github Repo](#) | [Deployed Site](#) | [Video Demo](#)

Mars Base (Oregon Trail: In Space)

Python, SQLAlchemy, Rich, Playsound 2024

A turn-based command-line interface game that I developed using Python and SQLAlchemy. This project sharpened my skills in game design, including implementing complex game logic, integrating multimedia elements like ASCII art and sound, and developing robust Python code structures.

[Github Repo](#) | [Video Demo](#)
