# DAVID MOSTOLLER

# SOFTWARE ENGINEER

#### CONTACT

609-356-2011 dmostoller@gmail.com Philadelphia, PA, USA www.davidmostoller.com LinkedIn | GitHub | Medium

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#### PROFILE

I am a results-driven team leader and a software engineer motivated to create impactful products that foster community.

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# SKILLS

### **Front-End Development:**

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

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

# **Back-End Development:**

Python, Flask, PostgreSQL, Rest APIs AWS, SQLAIchemy, Docker, .NET, PHP, Ruby, Git, Postman, Google Analytics

- 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**

2022-current

Freelance, Philadelphia, PA

- Designed and coded responsive, user-friendly websites and web applications.
- Implemented robust front-end features with React and efficient back-end solutions with Python/Flask.
- Produced high-quality deliverables, increasing client satisfaction by 35%.
- Managed full project life cycles from planning to deployment and maintenance.

# **Psytrance Production Mentor / Web Developer**

2020-2023

Future Media Academy, Belgium

- Developed curriculum and mentored students in music production.
- Enhanced accessibility, UI/UX and video streaming capabilities, boosting user engagement by 50%.
- Improved performance of web-based tools, reducing downtime by 35%.
- Implemented digital learning solutions, increasing completion rates by

## **Business Analyst**

2015-2016

Zoomer, Inc, Philadelphia, PA

- Managed SQL datasets and dashboards to inform executive decision making.
- Utilized MapBox to create data visualizations that contributed to Zoomer's growth to a \$20 million valuation.

# **Software Engineer**

2010-2012

Entourage Yearbooks, Princeton, NJ

- Led team to develop a yearbook management platform, leading to 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%.
- Ensured seamless compatibility between front-end and back-end systems, reducing system errors by 25%.

## **Digital Marketing & Brand Manager**

2008-2023

Kabayun, Superluminal, Philadelphia, PA

- Developed a dedicated artist website and cross-platform brand and marketing strategies.
- Attracted 100,000 new followers through targeted advertising and marketing campaigns.
- Created graphics, videos and promotional material for a global audience.

#### EDUCATION

## The Flatiron School

**Certificate** 2023-2024 Software Engineering & Computer Science

# **Wesleyan University**

Bachelor of the Arts 2004-2008

Government

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# REFERENCES

Malcolm Wyer Design Researcher

802-291-2279

malcolm.wyer@gmail.com

## **PROJECTS**

## **Artist-Fan Interaction & Content Hub**

2024

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

A dynamic user experience platform for artists to create and share content while engaging with fans through interactive features like chat forums and personalized music collections.

Github Repo | Deployed Site | Video Demo

#### **Contextual Video Chatbot Assistant**

2024

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

A smart tool that incorporates an interactive React front end and Al technology in order to enhance YouTube user learning experiences.

Github Repo | Deployed Site | Video Demo

# Interactive Artist Showcase & Engagement Platform 2024

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

An interactive platform for artists to showcase their work and engage with their audience through comments and feedback.

Github Repo | Deployed Site | Video Demo

# Mars Base (Oregon Trail: In Space)

2024

Python, SQLAlchemy, Rich, Playsound

A turn-based, command-line interface game that incorporates multimedia elements like ASCII art and uses Python and SQLAlchemy to create complex game logic.

Github Repo | Video Demo