JAMES MUELLER

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Experience

• Carfax Columbia, MO

Software Developer: May 2013 to Present

- Technologies: Java, Groovy, Javascript, Grails, Spring, Oracle Sql, MySQL, RabbitMQ
- Full stack developer
- Lead developer on a team of eight
- Worked as part of an agile team to deliver software to fulfill customer requirements in sprints
- Set up private NPM and Bower repositories and instructed other developers in best practices for these

• Amdocs St Louis, MO

Software Developer: May 2012 to May 2013

- Technologies: PHP, Javascript, MySQL
- Worked in a waterfall environment, received prepared tickets to add features, completed the task and worked with external testers to verify that the functionality was correct
- In the down time worked through a bug database to resolve production issues

Education

• Iowa State University Ames, IA

2007 to 2011

Completed BS in Computer Engineering

Conferences

- Strange Loop 2014
- Rich Web 2013 and 2014
- OSCON 2014

Side Projects

• League App

https://github.com/jmuel/LeagueApp

- A small app that gave me a chance to play around with React and Flux. It hits Riot Games'
 League of Legends API and displays player data.
- Also included https://github.com/jmuel/RiotApiCache which acted as a backend that cached requests so Riot's API wouldn't lock you out for hitting it too frequently.

• Pokemon Stats Visualizer

https://github.com/jmuel/PokemonVisualizer

I'm playing around with using React for data visualization. It's an obvious candidate for a d3 replacement because of how it also solves the problem of keeping data in sync with html elements (in the case of graphs, SVG elements). I'm also using this as a chance to try out MartyJS, which is an interesting flux implementation that seems to have a lot of good ideas.

Skills and Interests

• Computer Languages

- **Significant:** Java, Javascrip, Groovy, Oracle Sql, MySQL, Html, CSS
- Proficient: Python, PHP, MySQL, Mongo, C, C++

Interests

Front End Design, Functional Programming, ReactJS