

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
 - Lead developer on a team of eight
 - Worked as part of an agile team to deliver software to fulfill customer requirements in sprints
 - Responsible for all parts of the development process outside of hardware set up. Designed data stores, wrote batch processes, built front-end applications and helped architect the designs to bring it all together
 - A team based environment emphasized working closely with other developers in the day to day development. Heavy use of paired programming and TDD to ensure code standards were maintained
 - 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, Javascript, Groovy, Oracle Sql, MySQL, Html, CSS
 - **Proficient:** Python, PHP, MySQL, Mongo, C, C++
- **Interests**
 - Front End Design, Functional Programming, ReactJS