PETER MULLER

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TECHNICAL SKILLS

Languages	Javascript (ES6), HTML5, CSS3, SQL	**Frameworks**	React, Angular, Node.js, Express, Mocha, Chai
Databases	PostgreSQL, MySQL, MongoDB, Firebase	**Libraries**	jQuery, Underscore, Lodash, Bootstrap
Tools	Git, Babel, Webpack, NPM		

PROFESSIONAL EXPERIENCE

Hack Reactor at Galvanize, *Software Engineering Instructor*   San Francisco, CA
- Provide technical guidance for future engineers on fundamental JavaScript principles   July 2017 - Present
- Collaborate with Mission Bit to create pathways for 'limited access' students to connect with technology professionals
- Consistently develop original forward-thinking curriculum on data structures, recursion, and higher-order functions

Callisto Media, *UI Engineer*   Emeryville, CA
- Wrote robust Javascript classes to handle complicated from inputs with varied data types   November 2018 - January 2019
- Overhauled internal tools to improve communication with 4000+ authors
- Interfaced with both technical and non-technical stakeholders and helped streamline the code development process

EDeeU, *Software Engineer (Contract)*   Berkeley, CA
- Built mobile-web UI with responsive design using CSS media queries and flexbox   July 2017 - August 2017
- Implemented conditional rendering for EDeeU's file upload component for optimized UX
- Integrated UX refactor with React, Redux, and Firebase for data management

Towns and Cities, *Co-Founder and Chief Content Producer*   Brooklyn, NY
- Wrote a hip-hop curriculum for English language learners   April 2012 - April 2015
- Engineered music on Ableton Live and increased standardized test scores to 95% pass rate
- Daily testing with students and use by classroom teachers and private instructors in the US, UK, and Spain

The LIFESTYLE Arts Collective, *Co-Founder and Front-End Developer*   Madrid, Spain & Brooklyn, NY
- Leveraged custom responsive CSS and HTML to render complex multimedia files   August 2012 - August 2013
- Drove outreach to feature 60+ interviews with artists from over 20 countries

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SOFTWARE PROJECTS

Vineyard: Analytics for vineyard systems, *Software Engineer*
- Redux refactor to isolate components and make data flow more succinct throughout the application
- Integrated real-time weather info via Weather Underground API to compliment Vineyard data entry
- Implemented Google Maps API to enrich data with geolocation

Diffuse: Geolocation based playlist creator, *Software Engineer*
- Implemented routing between components using React Router for better UX
- Constructed reusable components using React to render playlist audio data based on Google Maps API data

vocabSaver: A tool for enhancing vocabulary, *Software Engineer*
- Enabled user data to persist by incorporating a MongoDb database into application architecture
- Utilized xml2js middleware to parse xml response from Merriam-Webster Dictionary API

EDUCATION

Hack Reactor   San Francisco, CA
- Advanced Software Engineering Program   March 2017

University of Washington   Seattle, WA
- BA in International Studies   March 2011

INTERESTS

- Music-maker and software engineer continuously iterating over the perfect running playlist