

PETER MULLER

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TECHNICAL SKILLS

Languages	Javascript (ES6), HTML5, CSS3, SQL	Frameworks	React, Redux, Angular, Node.js,
Databases	PostgreSQL, MySQL, MongoDB, Sequelize, Mongoose, Firebase	Libraries	Express, Mocha, Chai
Tools	Git, Babel, Webpack, NPM		jQuery, Underscore, Lodash, Bootstrap, D3.js

PROFESSIONAL EXPERIENCE

[Hack Reactor](#), *Software Engineer Fellow*

San Francisco, CA

- Provided technical guidance for future engineers on fundamental JavaScript principles
- Collaborated with Mission Bit to create pathways for 'limited access' students to connect with technology professionals
- Developed original forward-thinking curriculum on objects, recursion, and higher-order functions

July 2017 - April 2018

[EDeeU](#), *Software Engineer (Contract)*

Berkeley, CA

- Built mobile-web UI with responsive design using CSS media queries and flexbox
- Implemented conditional rendering for EDeeU's file upload component for optimized UX
- Integrated UX refactor with React, Redux, and Firebase for data management

July 2017 - August 2017

[Towns and Cities](#), *Co-Founder and Chief Content Producer*

Brooklyn, NY

- Wrote a hip-hop curriculum for English language learners
- 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

April 2012 - April 2015

[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
- Drove outreach to feature 60+ interviews with artists from over 20 countries

August 2012 - August 2013

SOFTWARE PROJECTS

[NBATables: Basketball Data Visualization](#), *Software Engineer*

Summer 2018

- Leveraged Express middleware to query and parse specific player data endpoints from the NBA stats API
- Integrated responsive data visualization of player statistics using D3.js graphs

[Artificial Intelligence Module Website](#), *Software Engineer*

Summer 2018

- Implemented cross-browser CSS3 3D logo animation algorithm with multiple placements on pages
- Provided secure serving of page via HTTPS by updating in URL routing in .htaccess file

[Vineyard: Analytics for Vineyard Systems](#), *Software Engineer*

Winter 2017

- 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

vocabSaver: A tool for enhancing vocabulary, *Software Engineer*

Autumn 2016

- 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