Peter Mulard

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Experience

Nexandria - Founding Software Engineer *San Francisco, CA* **Aug 2023 – present**

Rust | GraphQL | Kubernetes | Google Cloud | Ethereum

- Led the design and implementation of a highly visible flagship feature (price history for all tokens across decentralized exchanges), which was instrumental in onboarding early users.
- Built asynchronous and multithreaded distributed systems from conception to production, along with public APIs.
  - One service in particular, a filter for wallet addresses, powered an early customer's main product.
- Architected designs by writing design docs and continuously soliciting feedback from peers, which led to scalable and robust software (reduction in data races, reusable code, etc.).
- Wrote highly performant Rust code, often by utilizing statefulness and embedded data storage, to increase speed.
- Responsible for the maintenance of 113 services deployed to Kubernetes in Google Cloud.

JBT Corporation - Software Engineer *San Francisco, CA* **Feb 2021 – Nov 2022**

Python | Azure | Docker | SQL | CI/CD

- Designed and wrote a Python service to batch process SQL data from physical machines to Azure cloud.
  - Replaced a paid third-party application, saving thousands of dollars monthly in licensing and fees.
  - Built with scalable and concurrent architecture; handled all data requirements (100GB and 400K requests daily).
- Containerized applications with Docker on Azure; collaborated with the Data Science team to deploy ML models.
- Automated CI/CD pipelines for repositories used by 15+ engineers, with GitHub Actions and Azure DevOps.

c0d3.com - Full Stack Software Engineer *San Francisco, CA* **May 2020 – Feb 2021**

JavaScript | React | REST

- Developed front-end components with JavaScript and REST API calls with node.js, deployed to hundreds of users.
  - Created features visualizing user progress through the company's content with TypeScript and React.
- Increased unit test coverage of 16 widely-used React components by an average of 20%, with Jest.

Education

Gannon University *Erie, PA* **Aug 2012 – May 2016**

- Bachelor of Science in Mechanical Engineering

Certifications

Machine Learning Specialization - Stanford University **May 2023**

- A three month technical course in supervised learning (regression, classification, neural networks, decision trees) and unsupervised learning (clustering, dimensionality reduction, recommender systems, reinforcement learning).

Projects

Data Structures and Algorithms Guide - JavaScript | Python | Rust

- Reference for common data structures and algorithms, with 30+ implementations in JavaScript, Python, and Rust.

Machine Learning Study Guide - Python | TensorFlow

- Comprehensive notes and implementations of machine learning algorithms (500+ stars, 100+ forks on GitHub).

TCP Echo Server - Rust

- A multi-threaded "echo" server built on the TCP protocol with Rust.