

Peter Mulard

petermulard.me
github.com/pmulard

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Experience

JBT Corp. - Software Engineer

San Francisco, CA Feb 2021 – Nov 2022

- Designed and wrote Python microservice to batch process SQL data from client machines to Azure IoT Hub.
 - Replaced a paid third party application, saving thousands of dollars a month in licensing and fees.
 - Deployed to production for five customers and used on 30+ client machines.
 - Built with scalable and concurrent architecture; handled all data requirements (100GB and 400K requests daily).
- Containerized applications with Docker; deploying and maintaining them in Azure and also on physical machines.
- Automated CI/CD pipelines for repositories used by 15+ engineers, using GitHub Actions and Azure DevOps.
- Organized biweekly team-building sessions, where members take turns teaching a technical concept; for example, a technology they are interested in or are working with, software engineering fundamentals, coding challenges, etc.

c0d3.com - Full Stack Software Engineer | *Open Source*

San Francisco, CA Jul 2020 – Feb 2021

- Developed front end components, REST API calls, and tests, which were rolled out to hundreds of users.
- Implemented features that track and display users' progress as they complete projects.
- Maintained and improved central frontend code for user profiles, mainly with JavaScript, React, and Jest.
- Gathered UI feedback from users and implemented changes with a customer-centric approach.

Mechanical Engineer

Detroit, MI & San Francisco, CA Oct 2015 – Jul 2020

- Created industrial tooling for automotive manufacturing and validated biotech machinery for pharmaceuticals.

Wilderness Backpacker & Photographer

Continental US May 2018 – present

- Photographed deep wilderness across the US; the first year living fulltime out of my car. Sold \$500 of prints.

Education

City College of San Francisco

San Francisco, CA Aug 2019 – May 2020

- Associate of Science in Computer Science

Gannon University

Erie, PA Aug 2012 – May 2016

- Bachelor of Science in Mechanical Engineering

Projects

Algorithm Visualizer

Interactive web-app displaying sorting algorithms in real-time

- Designed a React UI and hosted on a raspberry pi webserver

NBA Data Visualization

Data tool for scraping and analyzing NBA statistics from the web

- Written in Python and provides basic data visualization

Data Structures and Algorithms Guide

Reference for common data structures and algorithms

- Contains 30+ implementations in JavaScript, Python, and Rust

More projects available at github.com/pmulard

Skills

Languages

Javascript, Python, Java, Rust, Bash

Technologies

React, Redux, Express, HTML, CSS, NodeJS

Cloud / DevOps

Azure, Docker, Linux, Git, CI/CD, IoT

Storage

SQLite, SQL Server, MongoDB