

<Claude Müller/>

#Full Stack Senior Software Engineer

Self-made Generalized Specialist polyglot who has worked with various programming languages and leans towards low-level programming. Webapps, websites, APIs, Arduino projects and video games are just some of the projects he's worked on. Enjoys contemplating problems and the way things work, how to fix or improve upon them, then takes great pleasure in building a creative and robust solution. Loves to constantly learn and acquire any skill needed through dedication and self-application.

Work History

2022/07 - current

Senior Software Engineer

Tele2 - Kista, Sweden

Working in data collection on fixed networks. We are responsible for optimising the collection of massive amounts of data from devices on our fixed network, validating the data and converting it to our standardised format before making it available to the rest of Tele2.



2022/02 - 2022/06

Senior Engineer

Klarna - Stockholm, Sweden

- Working in user account management as a full-stack software engineer streamlining the management of user data.
- Writing scalable, specialised and isolated micro-services to support the web front-end and mobile apps.
- Managing and deploying cloud infrastructure to support our suite of services.
- Building and improving features for the web front-end and mobile apps.



2021/05 - 2022/02

Senior Full-Stack Engineer

Paystack - Lagos, Nigeria (Remote)

- As a senior on Refunds and Reversals, designed and built the refunds and reversals micro-service.
- Increase the efficiency and reliability of refunds and reversals through the use of technologies like Kafka.
- Part of the Stability and Reliability team in charge of tackling the hard problems facing the rapid growth of Paystack.



2020/05 - 2021/05

Senior Software Engineer

SPAN Digital Innovation - San Francisco, USA & Cape Town, SA (Remote)

- Create solutions as a polyglot full stack software engineer, covering projects in Go, Scala, Java, JavaScript and Python.
- Using technologies such as Caddy, Akka, Apache Spark, Apache Kafka and Hadoop.



2018/03 - 2020/04

Freelance Full Stack Software Developer

Info

Languages

English (native)
Afrikaans (native)
Svenska (beginner)

Contact

E-mail

claude@dxt.rs

LinkedIn

[LinkedIn Profile](#)

Portfolio

<https://claudemuller.io>

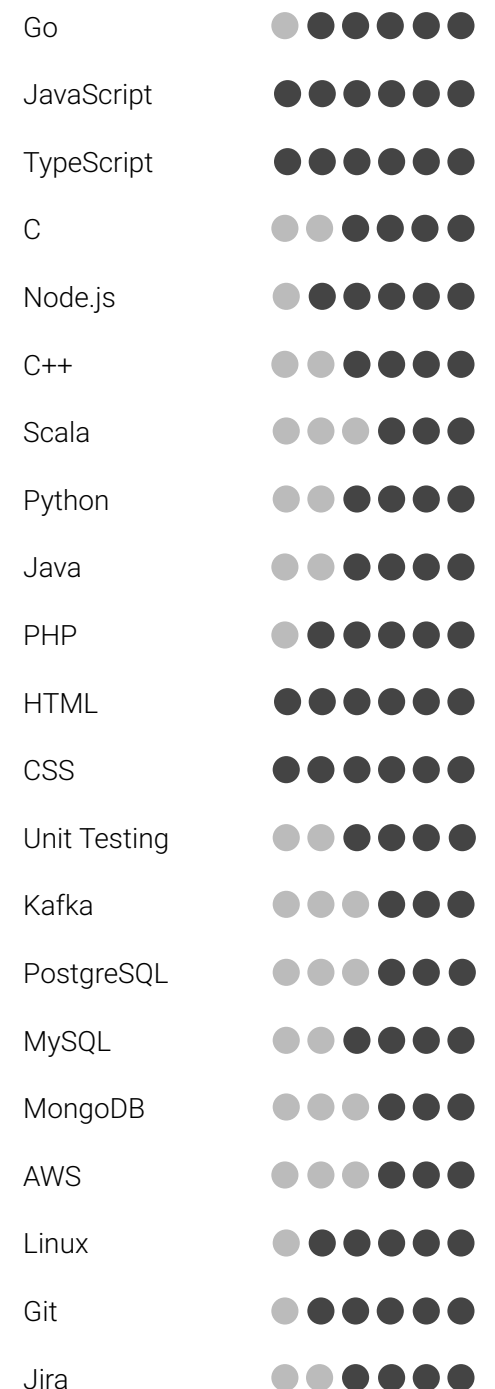
Github

<https://github.com/claudemuller>

Blog

[DeXTerouS](#)

Skills

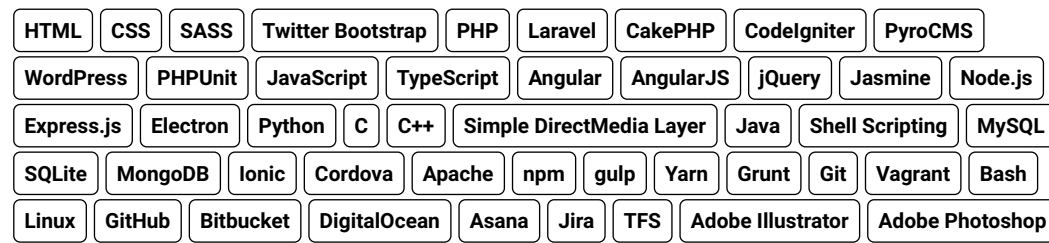




Other Tech

Kafka, Akka, Apache Spark, Lua, Shell Scripting, Objective-C, Perl, Assembly, PHPUnit, Jest, Jasmine, SQLite, Electron, Ionic, PhoneGap, PixiJS, SDL, Cocos2D, Arduino

- Develop websites, APIs and systems using: HTML; CSS; PHP (Laravel, PyroCMS, CakePHP, CodeIgniter, WordPress, vanilla); JavaScript & TypeScript (Angular, AngularJS, jQuery, Meteor); Node.js; Ionic & PhoneGap;
- Linux server administration (Ubuntu, CentOS, Debian).
- MySQL, SQLite, MongoDB databases.



2019/04 - 2020/03

Full Stack Developer Consultant

Team Extension - Bucharest, Romania (Remote)

- Wrote server-side and client-side code for Laravel and PyroCMS projects using PHP (Laravel), HTML, CSS and JavaScript.
- Part of team that built Laravel-based CRM system as well as custom PyroCMS website a company in energy management.
- Used Git, Jira, CircleCI.



2019/01 - 2020/01

PHP and JavaScript Developer

Crayon - Johannesburg, Gauteng, SA (Remote)

- Rewrote recruitment webapp into full Laravel and JavaScript-based solution that caters to 37000+ users.
- Extended MVP to include various features including: integration with payment partner; webcam integration; custom filtering.
- Linux (CentOS) VPS administration.
- Used Git, Asana.

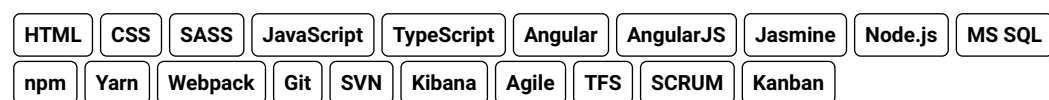


2016/10 - 2018/02

JavaScript Developer

Derivco - La Lucia, KwaZulu-Natal, SA

- Maintained and extended global online Bingo app servicing millions of players.
- Wrote custom TypeScript and JavaScript Angular modules.
- Integrated with .NET back-end via protocol buffers.
- Extended custom integration with PixiJS WebGL/Canvas renderer.
- Wrote integration and unit tests with Jasmine.
- Used SVN, Git, TFS.

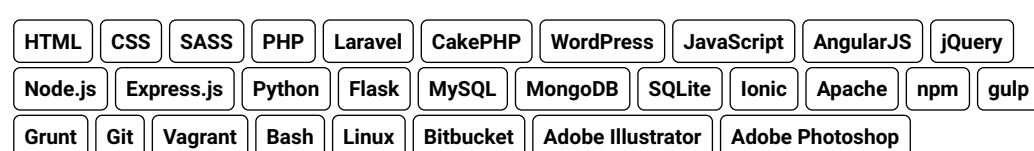


2015/01 - 2016/09

CTO and Chief Software Developer

Media Rocket Studio - Rivonia, Gauteng, SA

- Architected customer front-end and back-end solutions.
- Wrote APIs and web systems with front-end in PHP (WordPress, Laravel) and JavaScript (AngularJS, jQuery) and back-end in PHP & JavaScript (Laravel, Node.js).
- Mobile apps with Ionic and PhoneGap.
- MySQL and MongoDB databases.
- Linux administration (Ubuntu).
- Used Git

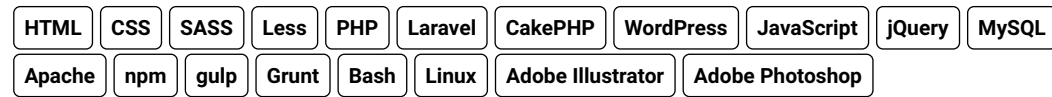


2013/08 - 2014/12

Full Stack Web Developer

Flint Studio - Morningside, Gauteng, SA

- Develop systems and integrations using PHP (Laravel, CakePHP and vanilla).
- Develop custom themes and websites using PHP and WordPress.
- Work closely with designers to implement custom designs as per client spec.



2012/07 - 2013/07

Full Stack PHP and JavaScript Developer

Satinsky - Faerie Glen, Gauteng, SA

- Rewrote internal and client-facing web systems from Perl into PHP (CodeIgniter) and JavaScript.
- Built mobile app for Android (native), iOS (native) and BlackBerry (PhoneGap).
- Built email campaign management utilities in Python.
- Linux administration (CentOS).

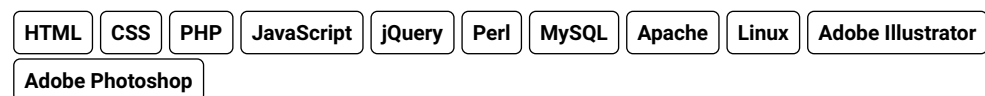


2010/01 - 2012/06

Owner/Web Designer/Web Developer

dragonFli designs - Benoni, Gauteng, SA

- Built websites and systems for various clients in PHP, JavaScript, HTML and CSS from scratch.
- Maintained and installed networks, workstations, servers and backup solutions.



Education

Tertiary

2004

A+ Hardware and Software

CTU Training Solutions

Certificates

2024/01

Jr. Penetration Tester 🌟

Try Hack Me

2023/12

The Principal Dev 🌟

DevTernity

2023/12

3D Graphics Programming from Scratch 🌟

Pikuma

2023/12

Ultimate Debugging 🌟

Ardan Labs

2023/12

Ultimate Go: Web Services with Kubernetes 4.0 🌟

Ardan Labs

2023/12

Ultimate Go 🌟

Ardan Labs

2021/08

C++ Nanodegree Program 🌟

Udacity

2021/07

Create a 2D Game Engine with C++ & Lua 🌟

Pikuma.com

2020/04

Introduction to Game Development 🌟

Coursera

2019/06 **Fundamentals of 2D Game Engines with C++ and Lua** 🌟

Udemy

2020/08 **Lightbend Scala Language Professional - Level 2** 🌟

Lightbend

2020/08 **Learn How To Code: Google's Go (golang) Programming Language** 🌟

Udemy

2020/05 **Go: The Complete Developer's Guide (Golang)** 🌟

Udemy

2020/04 **Python for Everybody Specialization** 🌟

Coursera