FELIPE MULLEN

A software engineer with a fierce creative impulse and a strong work ethic.

Friendly and easy-going with a positive attitude towards problems of all sizes.

Interested in learning from everyone, in the differences between technology and simplicity, and in creativity and silence.

https://felipemullen.com 🌐
felipedmullen@gmail.com ✉

SOCIAL PROFILES

github.com/felipemullen ⬡
linkedin.com/in/felipemullen in
stackoverflow.com/u/3654061 ≡

FAVORITE FOODS

japanese ramen ◦ brasilian rice and beans ◦ fresh bread ◦ chicken katsu curry ◦ mint & chip ice cream ◦ onigiri

PROFESSIONAL EXPERIENCE

illumina Inc.   Software Engineer II → Staff Software Engineer   *since Feb. 2017*

Architected and maintained a suite of internal bioinformatics tools for genomic analysis and clinical deliverables. Grew from L2 to L4 while assisting in the management of 3 other engineers. Designed objective metrics for code quality and implemented CICD to achieve team performance goals.

`leadership` `aws` `mongodb` `sql` `js` `node.js` `python` `c#` `java`

UCSD Extension   Assistant Instructor   *Jan. 2017 - July 2017*

Led a hands-on web development lab in an accelerated 6-month bootcamp as an assistant instructor. Ensured student tasks were up to date with industry standards, while providing real time on demand answers to questions.

`mongodb` `sql` `react.js` `js` `node.js`

Neustar Inc.   Software Engineer I   *Feb. 2015 - Feb. 2017*

Supported a real-time query engine that processes hundreds of thousands of queries daily. Led daily meetings as Scrum Master and planned sprint retrospectives. Assisted in the implementation of an internal load balancer on a self-hosted server architecture.

`leadership` `c#` `c++` `angular.js` `mssql` `js` `html` `css`

Shoelace Wireless   Software Engineering Intern   *Sep. 2013 - Jan. 2014*

Designed and implemented the UI for the android app VideoBee. Participated in the implementation of a network aggregation solution for mobile phones. Designed marketing material and technical documentation to present to investors.

`java` `android` `design`

PUBLISHED WORK

ind3x interactive   https://ind3x.games   *founded 2022*
An indie games studio active since 2022

`react.js` `nextjs` `c#` `typescript` `mongodb` `unity` `godot`

Tap Ski Extreme   Android / iOS Game   *published 2023*
2D Skiing game inspired by the classic FreeSki from windows 95

`xna` `c#` `ios` `android` `adb`

Keep Nothing   keep-nothing.com   *published 2023*
Active local classified site with ~1000 MAU

`react.js` `nextjs` `bun.sh` `mongodb` `railway.app`

TL:DR; Panel   open source VS Code extension   *published 2023*
Quick and easy shell command reference lookups, directly in VS Code

`typescript` `js`

Rice Paper   MacOS Native App   *published 2022*
Generates japanese word-of-the-day wallpapers

`xamarin` `c#` `AppKit`

Chord Fiddle   https://chord-fiddle.web.app/   *published 2018*
dynamic song and lyric composition tool

`js` `firebase` `html` `css`

Paper Runner   Android Game   *published 2013*
2D endless running game earning over 100,000 downloads

`java` `android` `libgdx`