

# Eva Muller

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## EDUCATION

Michigan Technological University | Houghton, MI

**BS Computer Science**

Sep 2019 – Apr 2023

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## WORK EXPERIENCE/PROJECTS

**Electronic Theatre Controls Inc** | Middleton, WI

**IT Developer I**

June 2023 – Present

- Developed a new customer portal website to provide order status info and part and component pricing to dealers, distributors, and sales reps
- Worked in a full-stack development role, using Angular, TypeScript, Express, Azure Services, PostgreSQL, MikroORM, Docker, Redis, Node.js, Mocha, SAP, and Selenium

**MTU Humane Interface Design Enterprise** | Houghton, MI

**Web Developer / Vice President**

Jan 2021 – May 2023

- Assisted with maintenance and design of HIDE website and HuskyHunt (for MTU faculty/students to sell items and rideshare) in HTML, CSS, React, Django, and GitHub
- Team Lead for Voting Booth web application (used by student government to survey the student population) using Django, HTML, CSS, JS, SQL, and RFID reader technologies
- Team Lead for GDLS project, designing applications to build data sets used for training, validating and testing convolutional neural networks for combat material classification, using Python, Selenium WebDriver, PIL, Jupyter Notebook, and YOLO

**3M - Corporate Research and Systems Lab (CRSL)** | St. Paul, MN

**Data Science Intern**

May 2022 – Aug 2022

- Developed an interactive dashboard for Automated Design with EM applications results using Plotly Dash, Databricks, SQL, and AWS Services

**Michigan Tech Research Institute** | Ann Arbor, MI

**Research Intern (Computation and Information Sciences Groups)**

May 2021 – Sep 2021

- ACM CAEV Validation Project: Collected and analyzed data from testing connected, electric, and autonomous vehicles designed to maximize fuel efficiency (in cooperation with DOE, ORNL, APS Labs)
- FOIL Project: Designed and programed software modules and learning algorithms for UAVs

**AI Virtual Reality Music Video Generator Project**

Jan 2023 – May 2023

- Developing an application that allows users to connect their Spotify account and select tracks to create an AI-generated 360-degree animation video, based on track features and audio analysis
- Development includes the use of Oculus Quest 2, Disco Diffusion, Unity, and Spotify's Web API

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## SKILLS

Python  
C and C++  
Java  
JavaScript

Angular  
React  
Django  
TypeScript

HTML  
CSS  
SQL  
Selenium

GitHub  
Docker  
AWS  
Azure

Linux  
Windows  
Mocha and Jest  
Figma