

Michael Heinzman, Software Engineer

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Professional Experience

React Developer | May 2022 - Present

Pita Technologies Inc. | Remote

- Configured and deployed REST API for handling over 2 million UCC filings, both existing and future
- Refactored code to reduce complexity of react application by 50 percent
- Integrated React application with various AWS services including DynamoDB, Amplify, Lambda, and Simple Messaging Service
- Developed a 22-page application, enhanced overall performance and usability, with a combination of React, Redux, MUI, and CSS

React Developer Intern | Nov 2021 - May 2022

Pita Technologies Inc. | Remote

- Implemented a responsive design that allowed the application to be across multiple devices with minimal modifications
 - Utilized CSS to style components and create a consistent UI look and feel
 - Retrieved and managed data from API containing millions of data entries
 - Created specialized hooks to enhance application reusability, streamline data retrieval from APIs
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Education

Florida Institute of Technology, Melbourne, FL | May 2023

Master of Science in Software Engineering | Honors: cum laude (GPA: 3.5), Scholar Athlete

University of Central Florida, Orlando, FL | May 2021

Bachelor of Science in Information Technology | Honors: cum laude (GPA: 3.5), President's Honor Roll, Dean's List

Projects

Swipe & Dine | June 2023 - Aug 2023 | <https://github.com/MichaelHeinzman/Swipe-Dine>

- Programmed a food finder application for IOS devices using React Native and Expo
- Executed in app purchases with RevenueCat to handle multiple types of subscriptions
- Retrieved nearby places from Google Places API to display them to the user in the form of swipe cards
- Established logic to fetch nearby places in Firestore for future restaurant data scraping
- Integrated Apple authentication into the app through Firebase Authentication
- Conducted rigorous beta testing and established a feedback loop through GitHub issues

Florida Tech Broadcast Tool and Overlay | Sep 2023 | <https://github.com/MichaelHeinzman/fl-broadcast-assistant>

- Created a broadcast tool for Florida Tech's Rocket League Twitch stream
- Uses Tauri + Next.js for team configuration, and for hosting a Rust websocket server
- Built the stream overlay using svelte which connects to two websocket servers, one for game events, and another for team configuration

Facebook Clone | Aug 2023 - Present | <https://github.com/MichaelHeinzman/facebook-clone>

- Developed Facebook using Next.js, Tailwind CSS, Prisma and MongoDB from just viewing Facebook
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Skills

Languages: JavaScript, TypeScript, Python, Java, Lua, Dart, C, CSS, HTML, Tailwind, MUI, Kotlin, Swift, Rust

Technologies: React, Next.js, Svelte, Flutter, AWS, Git, React Native, Next.js, Firebase, Android Studio, Tauri, Tailwind CSS, Vite, Vercel, Expo