

## MICHAEL REITER

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## EXPERIENCE

**FACEBOOK (OCULUS VR), Software Engineer** June 2018 – present

- Implementing System UX for Oculus Quest Virtual Reality headsets

**MICROSOFT, Software Engineer Intern** May - August 2017

- Lead engineer on a team prototyping experiences for Windows Mixed Reality headsets
- Developed a 3D UWP application for Windows 10 using C#, C++ and XAML

**FACEBOOK, Software Engineer Intern** January - April 2017

- Implemented and A/B tested picture in picture video playback for the Facebook iOS app
- Developed app logic and UI for Facebook Watch using ComponentKit and GraphQL
- Built video subtitles toggle using Objective-C, C++ and Xcode

**BENBRIA, Software Engineer Intern** May - August 2016

- Built front-end mobile image uploading using JavaScript (ES6), React and Redux
- Built back end image manipulation infrastructure Node.js, Express, MongoDB and AWS S3

**CHATTERHIGH, Software Developer Intern** May - August 2015

- Built hybrid iOS/Android app comprising registration, login, profile, quizzes and forums
- Overhauled mobile website using Ruby on Rails achieving up to 58% faster load times

## EDUCATION

**UNIVERSITY OF VICTORIA, 3.9 / 4.0 GPA** September 2014 - May 2018

Bachelor of Science with Distinction, Computer Science (Co-op)

## PROJECTS

**SNAPSHOT, Kotlin, Golang, GraphQL, PostgreSQL, Redis, RabbitMQ, Docker, Kubernetes, AWS EC2, S3**

- A scalable photo sharing social network app for Android built using a microservices based architecture

**POUCH, Elm, Golang, AWS Lambda**

- An infinite storage filesystem similar to Dropbox where files are intelligently removed when unused and automatically downloaded upon request
- Serverless architecture enables scalability and inexpensive operating costs

**BLOCK BLOG, React, Golang, Flask**

- A SHA-256 Merkle tree blockchain based microblogging site featuring immutable distributed data
- Winner of Hack the North 2016, Canada's largest hackathon

**RUN! JUMP! SHOOT!, CoffeeScript, HTML5**

- A 2D cross-platform action game designed to scale for any mobile device

**MUSIC WRITING HELPER, Objective-C**

- An iOS app that algorithmically determines chords in common keys, generates and plays chord progressions, and displays guitar chord charts
- Achieved over 6500 users in 60 countries through the App Store

**WINDWARD CODE WARS, Python**

- An algorithm to competitively buy and sell stocks
- Achieved 2<sup>nd</sup> place in the international AI programming competition

## SKILLS

**ADEPT** JavaScript (ES6, Flow, CoffeeScript), React, Redux, React Native, Java, GraphQL, Git, Mercurial

**PROFICIENT** Golang, Node.js, C, C++, SQL (Postgres), Python, Objective-C (iOS), Elm, Express, HTML, CSS

**FAMILIAR** Docker, Kubernetes, AWS (EC2, S3, Lambda), gRPC, Kotlin (Android), ReasonML (OCaml)