Michael Reiter

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EDUCATION
University of Victoria, 2014 – 2018 (expected)
Bachelor of Science, Computer Science, 3.86/4.0 GPA
Coursework: Algorithms, Data Structures, Software Development Methods

TECHNICAL
SKILLS
Adept: *Java, C, HTML5, CSS, Git*
Intermediate: *Objective-C, JavaScript, Ruby on Rails, Sass, Ionic, C++*
Some Experience: *Ruby, Python, jQuery, AngularJS, Swift, SQL, Phaser, Cordova/PhoneGap, AVR assembly language, Grunt, Photoshop*
Mobile app development for iOS and Android (native and hybrid)

WORK
EXPERIENCE
Software Developer
ChatterHigh Communications, Victoria, BC
May – August 2015
- Developed a hybrid iOS/Android app using the Ionic framework
- Rebuilt mobile website using Bootstrap and Ruby on Rails resulting in up to 58% faster load times
- Designed mobile UI and wrote front end HTML/CSS/JavaScript

PERSONAL
PROJECTS
Music Writing Helper (iOS app, Objective-C)
- Algorithmically determines chords in common keys, generates and plays chord progressions, and displays guitar chord charts
- Achieved over 4000 users in 60 countries through the App Store

OrcaJam VI (Cross-platform game, JavaScript, Phaser)
- Fostered rapid prototyping and teamwork skills by working in a time constrained environment (48 hour deadline)
- Implemented the Phaser game engine to create a cross-platform endless runner game

Space Blaze (iOS game, Objective-C)
- Developed debugging and problem solving proficiency by implementing SpriteKit to create a physics based arcade style game

Do You Even List (Android/iOS app, Ionic framework)
- Gained Android and iOS development experience by engineering a hybrid workout tracking application
- Created an OS and resolution independent UI using AngularJS

REFERENCES

Glen Hallam	Daniel Savage	Connor Munro
CTO, ChatterHigh	Software Engineer Co-op, EA	Developer, Pixel Union
(250) 813-1669	(778) 679-0335	(250) 891-2135