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 Engineer 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

PROJECTS

SNAPSHOT, *Kotlin, Golang, GraphQL, PostgreSQL, Redis, gRPC, Protocol Buffers, Docker, Kubernetes, GCP*
- A scalable photo sharing social network app for Android built using a microservices based architecture

POUCH, *Elm, Golang, AWS Lambda, S3*
- A cloud filesystem 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 blockchain based microblogging site featuring immutable distributed data
- Winner of Hack the North 2016, Canada's largest hackathon

RUN! JUMP! SHOOT!, *CoffeeScript, HTML5, Phaser*
- 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 2nd place in the international AI programming competition

SKILLS

ADEPT	JavaScript (ES6, Flow), React, Redux, React Native, GraphQL, Node.js, Java, Git, Mercurial
PROFICIENT	Golang, Docker, Kubernetes, gRPC, Protocol Buffers, Google Cloud Platform, AWS (EC2, S3, Lambda), C, C++, SQL, Python, Objective-C, Kotlin (Android), Elm, HTML, CSS