

**MICHAEL REITER**

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## EXPERIENCE

**META (REALITY LABS), Senior Software Engineer (IC5)**

Since October 2021

- Computer graphics/computer vision engineer building **AR holograms** using C++ and Vulkan

**FACEBOOK (OCULUS VR), Senior Software Engineer (IC5)**

June 2018 – October 2021

- Client-side system UI/UX engineer on the team that launched **Oculus Quest** and **Oculus Quest 2** VR headsets. Joined as a new grad. Promoted twice in 3 years.
- Served as **Engineering Lead** for a major rewrite of the Universal Menu (taskbar) using Java and Kotlin. Coordinated development across a dozen engineers in multiple orgs. Performed memory profiling and optimizations to meet a strict budget.
- Led system UI/UX development for Horizon Home (VR social hub). Advocated modern Android best practices such as **MVVM architecture** and **Android Jetpack** components.
- Developed an OTA update service in **C++17**, decoupling monolithic releases into a **service-oriented architecture**. Enabled engineering teams across different orgs to independently deploy their apps, accelerating release cadence from monthly to arbitrarily frequent rollouts.
- Built in-VR Settings app with a strict least privilege security model using **React Native** and **Java**.
- Managed an **intern**. Developed a project plan, reviewed all code, and hosted regular 1:1s. Resulted in unanimous full-time hiring recommendations.

**MICROSOFT, Software Engineer Intern**

May – August 2017

- Developed a 3D model viewer app for **HoloLens AR headsets** and **Windows 10** using **Unity, C#, XAML** and **UWP**

**FACEBOOK, Software Engineer Intern**

January – April 2017

- Implemented picture-in-picture video playback for the Facebook **iOS** app using **Objective-C**

**BENBRIA, Software Engineer Intern**

May – August 2016

- Built **full-stack** web app using **JavaScript (React, Redux)**, Node.js, Express, and MongoDB

**CHATTERHIGH, Software Engineer Intern**

May – August 2015

- Built **cross-platform** mobile app using **Ionic** and **Ruby on Rails**, achieving 58% faster load times

## EDUCATION

**GEORGIA INSTITUTE OF TECHNOLOGY**

Since January 2020

Master of Science, Computer Science

**UNIVERSITY OF VICTORIA, 3.9 / 4.0 GPA**

September 2014 – May 2018

Bachelor of Science, Computer Science

## PROJECTS

**SNAPSHOT, Kotlin, Go, GraphQL, PostgreSQL, Redis, gRPC, Protocol Buffers, Docker, Kubernetes, GCP**

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

**BLOCK BLOG, React, Go, Flask**

- A **blockchain** based microblogging site. Winner of Canada's largest hackathon.

## SKILLS

**ADEPT** Java, Kotlin, Android, JavaScript (ES7/Flow), React, React Native, GraphQL, Node.js, Git, Mercurial

**PROFICIENT** C, C++, C#, Unity, Python, Go, SQL, Objective-C, Docker, gRPC, Elm, HTML, CSS