

MICHAEL REITER

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EDUCATION

Expected 2018 **UNIVERSITY OF VICTORIA** 3.91 / 4.0 GPA
Bachelor of Science, Computer Science

EXPERIENCE

BENBRIA SOFTWARE ENGINEER

May - August 2016

- Developed a customer engagement web app for major food and hospitality industry clients (A&W, Applebee's and Holiday Inn)
- Full stack web development using modern technologies including React, ES6, CoffeeScript, Stylus, AWS S3, and MongoDB

CHATTERHIGH SOFTWARE DEVELOPER

May - August 2015

- Developed a hybrid iOS/Android quiz/forums social 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

PROJECTS

CoffeeScript, HTML5, Phaser RUN! JUMP! SHOOT!

- A cross-platform 2D platformer action game
- Implements object oriented design to modularize code
- Designed to scale for any mobile device

Objective-C, Xcode MUSIC WRITING HELPER

- An iOS app to algorithmically determine chords in common keys, generate and play chord progressions, and display guitar chord charts
- Achieved over 6000 users in 60 countries through the App Store

AngularJS, Cordova, Sass DO YOU EVEN LIST

- A hybrid mobile app that tracks custom workouts and counts sets
- Well received on Google Play Store and Apple App Store

C#, Unity3D SUBURB SURVIVAL

- A 3D desktop PC survival game built with professional level game design software
- Features enemies programmed to seek the player and avoid obstacles

Python WINDWARD CODE WARS

- Achieved 2nd place in the international AI programming competition
- Designed an algorithm to competitively buy and sell stocks

SKILLS

PROFICIENT JavaScript (ES6, CoffeeScript), Python, Java, C/C++, HTML5, CSS (Sass, Stylus), Git

WORKING KNOWLEDGE C#, Unity3D, Ruby/Rails, Swift, MongoDB, SQL, Jade

TECHNOLOGIES Node.js, React/Redux, Express, jQuery, Socket.io, Cordova, AngularJS, Phaser, Mocha, Chai