

## MICHAEL REITER

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### EDUCATION

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

### EXPERIENCE

- June 2018 - present      **FACEBOOK, Software Engineer**
- Confidential project
- May - August 2017      **MICROSOFT, Software Engineer Intern**
- Lead engineer on a team prototyping Virtual Reality experiences
  - Developed a 3D application for Windows 10 using C#, C++ and XAML
- January - April 2017      **FACEBOOK, Software Engineer Intern**
- Implemented major features and video player improvements for the iOS app
  - Developed app logic and substantial UIs using Objective-C/C++ and Xcode
  - Produced several successful projects using ComponentKit and GraphQL
- May - August 2016      **BENBRIA, Software Engineer Intern**
- Full stack web development with React, Redux, JavaScript, Express, Node.js
  - Built backend image upload and manipulation infrastructure
- May - August 2015      **CHATTERHIGH, Software Developer Intern**
- Built hybrid iOS/Android app and overhauled mobile website using Ruby on Rails and Bootstrap resulting in up to 58% faster load times

### PROJECTS

- Elm, Golang      **POUCH**
- 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
- React, Flask      **BLOCK BLOG**
- A blockchain based social network featuring immutable distributed data
  - Winner of Hack the North 2016, Canada's largest hackathon
- CoffeeScript, HTML5      **RUN! JUMP! SHOOT!**
- A 2D platformer action game designed to scale for any mobile device
  - Implements object-oriented design to modularize code
- Objective-C      **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 6500 users in 60 countries through the App Store
- C#, Unity3D      **SUBURB SURVIVAL**
- A 3D game featuring enemies that seek the player and avoid obstacles
- Python      **WINDWARD CODE WARS**
- Achieved 2<sup>nd</sup> place in the international AI programming competition
  - Designed an algorithm to competitively buy and sell stocks

### SKILLS

ADEPT      JavaScript (ES6, CoffeeScript), Python, Java, C, C++, Elm, Git

PROFICIENT      React, Redux, Node.js, HTML, CSS, Objective-C, C#, C, Express, GraphQL, Cordova