

# Michael Reiter

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EDUCATION	<b>University of Victoria, 2014 - 2018 (expected)</b> Bachelor of Science, Computer Science, 3.86/4.0 GPA		
WORK EXPERIENCE	<b>Software Developer</b> <b>ChatterHigh Communications, Victoria, BC</b> May - August 2015 <ul style="list-style-type: none"><li>- Developed a hybrid iOS/Android app using the Ionic framework</li><li>- Rebuilt mobile website using Bootstrap and Ruby on Rails resulting in up to 58% faster load times</li><li>- Designed mobile UI and wrote markup/stylesheets</li></ul>		
PERSONAL PROJECTS	<b>Music Writing Helper</b> (iOS app, Objective-C) <ul style="list-style-type: none"><li>- Algorithmically determines chords in common keys, generates and plays chord progressions, and displays guitar chord charts</li><li>- Achieved over 4000 users in 60 countries through the App Store</li></ul> <b>OrcaJam VI</b> (Cross-platform game, JavaScript, Phaser) <ul style="list-style-type: none"><li>- Fostered rapid prototyping and teamwork skills by working in a time constrained environment (48 hour deadline)</li><li>- Implemented the Phaser game engine to create a cross-platform endless runner game</li></ul> <b>Space Blaze</b> (iOS game, Objective-C) <ul style="list-style-type: none"><li>- Developed debugging and problem solving proficiency by implementing SpriteKit to create a physics based arcade style game</li></ul> <b>Do You Even List</b> (Android/iOS app, Ionic framework) <ul style="list-style-type: none"><li>- Gained Android and iOS development experience by engineering a hybrid workout tracking application</li><li>- Created an OS and resolution independent UI using AngularJS</li></ul>		
TECHNICAL SKILLS	<b>Adept:</b> <i>Java, C, HTML5, CSS, Git</i> <b>Intermediate:</b> <i>Objective-C, JavaScript, Ruby on Rails, Sass, Ionic, C++</i> <b>Some Experience:</b> <i>Ruby, Python, jQuery, AngularJS, Swift, SQL, Phaser, Cordova/PhoneGap, AVR assembly language, Grunt, Photoshop</i> Mobile app development for iOS and Android (native and hybrid) Robotics (VEX, ROBOTC, Lego Mindstorms)		
REFERENCES	<b>Glen Hallam</b> CTO, ChatterHigh (250) 813-1669	<b>Daniel Savage</b> Software Engineer Co-op, EA (778) 679-0335	<b>Connor Munro</b> Developer, Pixel Union (250) 891-2135