MICHAEL REITER

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EXPERIENCE

FACEBOOK (OCULUS VR), *Senior Software Engineer (IC5)*   Since June 2018

- Client-side system UI/UX engineer on the team that launched **Oculus Quest** and **Oculus Quest 2 VR headsets**.
- Served as **Engineering Lead** for a major rewrite of the Universal Menu. Coordinated development across a dozen engineers in multiple orgs. Performed memory profiling and optimizations to meet a strict budget. 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 app updates, accelerating release cadence from monthly to arbitrarily frequent rollouts.
- Built Settings app with a least privilege security model using **React Native**, **Java**, and **GraphQL**.
- Managed an **intern**. Developed a project plan, reviewed all code, and hosted weekly 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 **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** CRM 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 with Distinction, 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

POUCH, *Elm, Go, AWS Lambda, S3*

- A **cloud file system** where unused files are intelligently removed and automatically redownloaded upon viewing

BLOCK BLOG, *React, Go, Flask*

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

SKILLS

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

PROFICIENT   C, C++, Python, Kotlin, Go, Objective-C, SQL, Docker, gRPC, Elm, HTML, CSS, Docker