

Michael Reiter

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EDUCATION	Computer Science (Co-op) , 2014 - 2018 (expected) Bachelor of Science, University of Victoria, 3.86/4.00 GPA		
WORK EXPERIENCE	Software Developer ChatterHigh Communications , Victoria, BC May - August 2015 <ul style="list-style-type: none">- Developed a hybrid iOS/Android 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 markup/stylesheets		
PERSONAL PROJECTS	Music Writing Helper (iOS app, Objective-C) <ul style="list-style-type: none">- Algorithmically determines chords in common keys, generates and plays chord progressions, and displays guitar chord charts- Achieved over 4000 users in 60 countries through the App Store OrcaJam VI (Cross-platform game, JavaScript, Phaser) <ul style="list-style-type: none">- Fostered rapid prototyping and teamwork skills by working in a time constrained environment (48 hour deadline)- Implemented the Phaser game engine to create a cross-platform endless runner game Space Blaze (iOS game, Objective-C) <ul style="list-style-type: none">- Developed debugging and problem solving proficiency by implementing SpriteKit to create a physics based arcade style game Do You Even List (Android/iOS app, Ionic framework) <ul style="list-style-type: none">- Cultivated Android and iOS development experience by engineering a hybrid workout tracking application- Created an OS and resolution independent UI using AngularJS		
TECHNICAL SKILLS	Adept: <i>Java, C, HTML5, CSS, Git</i> Intermediate: <i>Objective-C, JavaScript, Ruby on Rails, Sass, Ionic</i> Some Experience: <i>Ruby, Python, jQuery, AngularJS, Swift, SQL, Phaser, Cordova/PhoneGap, Grunt, Photoshop</i> Mobile app development for iOS and Android (native and hybrid) Robotics (VEX, ROBOTC, Lego Mindstorms)		
REFERENCES	Glen Hallam CTO, ChatterHigh (250) 813-1669	Daniel Savage Software Engineer Co-op, EA (778) 679-0335	Connor Munro Developer, Pixel Union (250) 891-2135