



- O (250) 208-2662
- michaelreiter.github.io
- @ github.com/michaelreiter
- in linkedin: michaelalexanderreiter

ABOUT ME

Passionate Computer Science student with an attention to detail and a constant drive to learn. Interested in mobile app, web and video game development, beautiful and intuitive design, and user focused software.

SKILLS

HTML & CSS

OBJECTIVE-C

JAVASCRIPT

C & JAVA

GIT & APP DEV

RUBY & PYTHON

EXPERIENCE

SOFTWARE DEVELOPER ChatterHigh Communications

MAY - AUGUST 2015

- 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 and stylesheets

ATTRIBUTES

Bilingual (English / French)
Excellent communicator
Meticulous
Fast Learner
Leader

EDUCATION

UNIVERSITY OF VICTORIA

Computer Science (Co-op)
Bachelor of Science, 2018 (expected)
3.86/4.00 GPA

REFERENCES

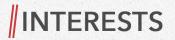
Glen Hallam

CTO, ChatterHigh Communications (250) 813-1669

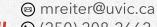
Connor Munro

Developer, Pixel Union (250) 891-2135

Further references available upon request.







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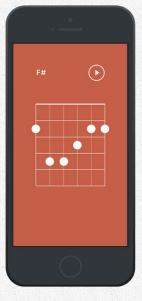
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PORTFOLIO



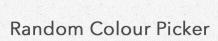


Ki - Music Writing Helper

iOS application
Built with Objective-C, Xcode

A simple yet powerful tool for musicians both new and experienced. Lists common musical keys and primary chords in each key. Generates and plays chord progressions in any selected key. Displays chord diagrams for guitarists. Achieved 4000+ downloads in 60+ countries.





iOS application
Built with Swift

Generates random hex codes for web designers.



Space Blaze

iOS game
Built with SpriteKit

An endless game of survival.



Do You Even List

Android/iOS application Built with HTML5, CSS, JS

A workout tracking utility.