

# Michael Reiter

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EDUCATION	<b>University of Victoria</b> , 2014 – 2018 (expected) Bachelor of Science, Computer Science, 3.89/4.0 GPA <i>Coursework: Algorithms, Data Structures, Software Development Methods</i>
TECHNICAL SKILLS	<b>Adept:</b> <i>Java, HTML5, CSS, Git</i> <b>Intermediate:</b> <i>C, C++, Python, JavaScript, Objective-C, Ionic</i> <b>Some Experience:</b> <i>C#, Unity3D, CoffeeScript, NodeJS, jQuery, Sass, Jade, Ruby, AngularJS, Swift, Ruby on Rails, Cordova, Grunt, Phaser, Stylus</i> Mobile app development for iOS and Android (native and hybrid)
WORK EXPERIENCE	<b>Software Developer, ChatterHigh</b> , Victoria, BC                      May - August 2015 <ul style="list-style-type: none"><li>- Developed a hybrid iOS/Android quiz/forums app using 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 front end HTML/CSS/JavaScript</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 5000 users in 60 countries through the App Store</li></ul> <b>Untitled Game</b> (Desktop PC game, Unity3D, C#) <i>in progress</i> <ul style="list-style-type: none"><li>- Implemented AI to follow and interact with the player</li><li>- Employs modular object oriented code, so assets can be easily reused</li><li>- Developing professional level 3D game engine experience</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>