Michael Reeves

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Seeking position in: **Software Development**

I'm an experienced full-stack developer with an emphasis on .Net based applications. With completed projects spanning a wide range of problem domains, I'm able to apply my skill-set to various challenging issues. I've taken on the role of head developer, team member, solo programmer and am able to function effectively in all situations/ work environments.

Technical Skills:

Languages:	C#, Java, SQL, HTML w/ Bootstrap, CSS w/ SASS, Javascript w/ JQuery, Python, C, Node JS
Frameworks:	ASP.NET MVC 5, ASP.NET Core Web API, Xamarin, Entity Framework, Microsoft .Net, Winforms, LINQ, ADO.Net, Telerik, LibGDX
Tools:	Visual Studios (2013, 2015, 2017), MySQL, MSSQL, MySQL Workbench, Microsoft SQL Management Studio, Git, Bitbucket, GitHub, Gulp, Remote Desktop, PuTTY, Bash, Powershell, Nginx, Apache, IIS, NPM, NuGet, .Net CLI, MySQL CLI
Additional Experience:	Application Deployment, Database Migrations, Database Management, Server Management, Windows, Ubuntu, SCRUM, Team Programming, Pair Programming, Domain Management

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Professional Experience:

Software Developer
University of Hawaii (OCET), Kahului Hawaii | May 2017 - Present (Occasionally Contracted)
Worked to develop a digital room-reservation web app to replace an outdated, paper based system. We used ASP.Net MVC 5 for its great scalability and integrated ORM system. This made model/database modifications quick and efficient for a project with continuously shifting deliverable specifications.

Software Developer/ IT/ Client Relations and Acquisition
INFIBIT LLC (Self Employed) | October 2016 - Present (Part Time)
I run a software development company with 2 other people. We focus on building tools to streamline workflows of small to mid range businesses to increase productivity and time efficiency. While here, I've worked on everything from simple, static websites with bootstrap, to inventory software with C#, to complex web API's with ASP.Net Core. It's given me the opportunity to interact closely with clients, gauge their needs, and identify unique software solutions to improve their business.

Software Developer
University of Hawaii (Rural Hawaii Grant Project), Kahului Hawaii | May 2016 - June 2017
Focused heavily on developing a CRM system to be used within the University of Hawaii to help manage client relations and interaction between internal departments. The software was written in C# using Winforms for UI and ADO.Net for MSSQL Database integration. Worked as a project head, developing system architecture to allow for other developer in a modular, asynchronous fashion.

Head of Software Development/ Software Instructor
Northern Arizona University (School of Communications), Flagstaff Arizona | August 2016 - May 2017
I worked in a dual position, drastically improving the university radio station's software needs and teaching a class on the basics of web development. My team revamped multiple aspects of the organization's website, as well as created radio station monitoring software, as it was prone to go offline. Over the course of the class, my students learned HTML, CSS and Bootstrap.

Software Developer
University of Hawaii (CTAHR), Kahului Hawaii | July 2016 - July 2017
Developed a cross platform, educational mobile application using HTML, CSS, JS and Phonegap. Created a mock database/ API system (as per budget limitations) using JSON data files and Dropbox's Developer API to function as a backend. We additionally created editing software for admin access to data.

IT Consultant
Kihei Safe and Lock, Kahului Hawaii | June 2014 - April 2015
Worked to improve computer systems and network speeds via implementation of hardware infrastructure.

Personal Projects:

- Facial Recognition Laser Targeting System, see an article I wrote [here](https://michaelreeves.us/pages/LaserSystem.html)
  (https://michaelreeves.us/pages/LaserSystem.html)
- Homemade Smart-lock Device and Mobile App, see an article I wrote [here](https://michaelreeves.us/pages/Doorman.html)
  (https://michaelreeves.us/pages/Doorman.html)
- 3 Axis Robotic Arm using stepper motors for precision in difficult soldering jobs.
- N-Body Simulation to model gravitational force enacted on objects

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