

Michael Bitzos

Software Developer | Game Developer

SKILLS

Front end

Vue.js3 years
JavaScript (ES6) 3 years
HTML3 years
CSS3 years
D3.js1 year

Back end

C#4 years
Java4 years
Python1 year

Platforms

Linux2 years

Version Control

Git4 years
SVN3 years

Other

Unity4 years
Elasticsearch...3 years
ELK Stack3 years
Vim2 years

EDUCATION

Bachelor Engineering
Software Co-op
McMaster University (2014-2019)
Summa Cum Laude

CONTACT

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WORK EXPERIENCE

Junior Software Engineer June 2019 - Current
Evertz Microsystems Ltd Burlington, ON

- Led full-stack data visualization development using Vue.js, HTML, CSS, D3.js, Java and Spring Boot, and ELK stack deployed on Linux (Debian-based) distributions.
- Developed a large scale SPA to visualize real-time status of systems grossing over \$150 000 and becoming a main selling point for future license sales.
- Created RESTful applications for systems involving PTP, syslog, systemd, and proprietary data to display system's status and metrics.
- Worked in an agile, team-oriented development with weekly sprints and issue tracking in JIRA.

Student Design Engineer May 2017 - Aug 2018
Evertz Microsystems Ltd Burlington, ON

- Full-stack developer using Java, Vue.js, and ELK stack to create applications involving data collection, analytics, and visualizations.
- Helped lead and develop for UI conversion from JSP/React workflow to the Vue.js framework, creating in-house code practices, standards and Vue.js components streamlining workflow.
- Created and managed a Python driver-based parser for faster automated application file configuration used for all microservice deployments within our product.

Student Web Developer Summer 2015, 2016
York Region Transit Vaughan, ON

- Front and back-end developer using VB.NET, ASP.NET, and SQL for inventory tracking website used within multidisciplinary departments
- Devised new web-based and database applications to track invoice records within the company that saved thousands of dollars a year.

COMPANY

Overlook Studios Indie Game Studio 2017-Current
Cofounder | Lead Programmer <https://overlook-studios.com>

- Development done in Unity (C#) with additional shader work in HLSL.
- Created "Beat Bash" game in 72 hours as part of Ludem Dare 47.
 - Placed overall 15th out of 3000+ submissions.
- On-going long-term project for 3+ years with fast-paced development creating large scale systems as the sole programmer.
- Implementing new technologies, algorithms, and system designs learned continuously throughout the projects.
- Strong emphasis on team-communication and time management to accomplish weekly goals set on our KANBAN board.