

Michael Bitzos

Software Developer

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SKILLS

Backend

Python | C# | MongoDB | SQL | ELK | Java

Frontend

Vue.js | JavaScript (ES6) | HTML5 | CSS3

Other

Unity | Linux | Vim

WORK EXPERIENCE

Software Engineer

Wish, Toronto ON, March 2021– present

- Collaborated in a team of engineers and PMs using Agile processes to deliver high-impact and fast-paced solutions with Python/MongoDB/SQS to improve the quality of the products sold on the platform
- Investigated and fixed urgent issues impacting millions of customers by frequently communicating with operations and legal stakeholders while under critical deadlines.
- Co-led engineering taskforce in charge of standardization and acceleration of organization-wide data warehouse migration by developing automated Python3 tooling for engineers under a tight companywide deadline
- Mentored an intern by delegating work, guiding their career development, and submitting performance reviews for them

Software Engineer

Evertz Microsystems, Burlington ON, June 2019 – March 2021

- Spearheaded web-development in Vue.js, JavaScript, HTML5, CSS3, and D3.js, building data visualization tools to mitigate impact of catastrophic hardware and software failures on client systems
- Collaborated in agile development with engineering team to deliver large-scale metrics to customers from Elasticsearch/ELK Stack by creating RESTful microservices in Java and Spring Boot
- Architected and developed an SPA visualizing real-time status, detecting errors and identifying bottlenecks in customer systems, earning Evertz over \$150 000 upfront and becoming a main selling point for inSITE product

Student Software Engineer

Evertz Microsystems, Burlington ON, May 2017 – Aug 2018

- Developed data analytics and monitoring features utilizing Vue.js, Java, Node.js, and ELK Stack to drive sales for inSITE application licenses

Student Software Developer

York Region Transit, Vaughan ON, May 2015 – Aug 2015, May 2016 – Aug 2016

- Delivered end to end solutions using VB.NET, ASP.NET, and SQL to support transit management departments in achieving highly efficient throughput on operations

PROJECTS

Overlook Studios Lead Developer, Co-founder

overlook-studios.com, Indie Video Game Studio, Nov 2017 – Present

- Lead developer prototyping scalable, robust, modular video games systems in C# for game mechanics
- Working collaboratively within a small team of creators utilizing teamwork, time management, and communication to create indie video game projects using Unity game engine

EDUCATION

Bachelor of Engineering, Software Engineering Co-op

McMaster University, April 2019, Summa Cum Laude