# Michael Bitzos

Software Developer | Game Developer

## SKILLS

### Front end
Vue.js ··············· 2 years
JavaScript (ES6) 2 years
HTML ··············· 2 years
CSS ··············· 2 years
D3.js ··············· 1 year

### Back end
C# ··············· 4 years
Java ··············· 4 years
Python ··············· 1 year

### Platforms
Linux ··············· 2 years

### Version Control
Git ··············· 4 years
SVN ··············· 3 years

### Other
Unity ··············· 4 years
Elasticsearch ··· 3 years
ELK Stack ··· 3 years
Vim ··············· 2 years

## EDUCATION

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

## CONTACT

 Oakville, ON Canada

 (289)-380-0903

 m.bitzos@gmail.com

 michaelbitzos.com

 github.com/mbitzos

## 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.