Michael Bitzos
Software Developer

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SKILLS

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

Backend
Java | C# | Elasticsearch | ELK | Python

Other
Unity | Linux | Vim

WORK EXPERIENCE

Software Engineer
Evertz Microsystems, Burlington ON, June 2019 – present
- 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 Elasticseach/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
- Mentored intern developer, identifying opportunities for growth and actively taught skills that would enable them to effectively deliver customer facing features
- Created and maintained UI library components accelerating project development of new web applications
- Led and guided coworkers to resolve critical issues found in Linux (Debian-based) deployments

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
- Led web framework conversion to Vue.js creating in-house style components library and established best practices for streamlining workflow and feature development
- Designed and optimized microservice configuration deployment framework in Python, enabling dynamic configuration of ELK stack and all application settings

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
- Programmed an automated invoice and document tracking system that reduced manual labour costs and saved thousands of dollars a year

PROJECTS

Overlook Studios Lead Developer, Co-founder
overlook-studios.com, Indie Video Game Studio, Nov 2017 – Present
- Lead developer creating 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