

Michael Bitzos

Software Developer | Game Developer

SKILLS

Front end

Vue.js2 years
JavaScript (ES6) 2 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 Stack.....3 years
Vim2 years
HLSL1 year

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, 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.