Mike Reinstein

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Summary/Profile

Software Developer and Manager offering twenty years of varied technical experience. Expert at designing, developing, and deploying high performance, highly reliable systems using popular, modern, open source software. Entrepreneur who has creatively developed web-based businesses using a diverse set of technologies. Capable of solving challenging problems due to rigorous training and comprehensive skill sets. Excellent writing and presentation skills, with a demonstrated ability to generate teamwork among diverse individuals.

Technology

Amazon Web Services (Cloudfront, EC2, EBS, ELB, EMR, RDS, Route53, S3, etc.), AngularJS, Apache Webserver, Backbone.js, Bootstrap, Bower, Browserify, CasperJS, Coffeescript, Cordova/Phonegap, CSS, ecryptfs, Electron, express.js, git, Github, Grunt/Gulp, HTML, Javascript, JQuery/Mobile/UI, heroku, LESS/SASS, Linux, Logstash, Memcache, Mercurial, MongoDB, MySQL, Nginx, node.js, npm, npm Enterprise, Opbeat, OpenGL/WebGL, PHP, Pivotal Tracker, Polymer.js, Redis, RethinkDB, SVN, Trello, Unity, Voice XML, Xcode

Experience

Lead Developer and Architect 10/2015 - 6/2016

SayMosaic   San Francisco, CA
I designed and built the entire software stack that got the company accepted into the Y Combinator program. The backend is built on AWS services (EC2, ELB, Route53, Cloudfront CDN, S3, etc.) and a number of other software packages including Redis, and RethinkDB. Designed and built several iterations of the front end using plain vanilla javascript and no frameworks to produce very minimal, performant web pages. I built and open-sourced several modules on github. I also succesfully handled certification of Mosaic products with several app stores including Amazon Echo, and Nest.

Game Publishing   8/2014 - present

Self Employed   San Francisco, CA
I've been working on shipping a game based on an idea I've had for a long time. The product is based on web technology: Javascript, WebGL, and Electron as the app container. This is an extremely large project, and I work on it in a hobby capacity as time permits.

Front End Web Developer   11/2013 - 8/2014

Wrapp   San Francisco, CA
I was responsible for maintaining a web application used by merchant partners. I used javascript, Backbone, Marionette, and heroku while maintaining the existing application. I refactored the code to use a subset of angularjs, which reduced complexity and improved modularity. I also established automated unit tests where there were none before.

Dev Manager, Web Developer   5/2013 - 10/2013

ShopSavvy   San Francisco, CA
ShopSavvy has traditionally been focused on providing only mobile apps. Their previous website was a simple hosted wordpress instance. My role was to establish a new team, and build a consumer web portal that provides some feature parity with the existing mobile apps, adding capabilities that are appropriate for a desktop web experience. I managed a second full time web developer, provided mentoring, planned the technology stack, wrote most of the code, and provisioned a production cluster. The environment is based on AWS, node.js, browserify, grunt, and many additional libraries.

Software Consulting   11/2011 - 4/2013

I worked with several companies as an independent contractor, doing work within the full software development lifecycle. Collaborated with management to design user experience, write specs, choose technology, write code, and provision the production hosting environment. Built a variety of web applications. Travelled extensively throughout India, Thailand, and Cambodia while working remotely.

Dev Manager, Lead Architect, Software Developer   2/2010 - 10/2011

FreeCause Boston, MA
Managed 10 developers in the core technology team, which was responsible for all of the search platforms, browser plugins, e-commerce platforms, and reporting platforms that powered the various business lines. As the software architect, I was responsible for designing the components and structure of these products, their interoperability, and the technical strategy for the engineering team in general. As a developer I worked on the company's toolbar and reporting platforms, working with PHP, Memcache, MySQL, several NoSQL data stores, and Amazon's Elastic MapReduce service.

Software Developer   2/2009 - 2/2010

Nokia Burlington, MA
Participated in the development of Nokia's online store. Worked on the API team , which provides an HTTP interface between the backend services and the Nokia series 40/60 devices. The OVI store initiative was eventually scaled back and canceled, but the prototype we developed used PHP5, and Memcache for it's caching layer. Responsibilities included requirement gathering, developer documentation, unit testing, and implementation. Used a mix of agile, waterfall, and iterative process.

Software Developer   3/2007 - 9/2008

Skyhook Wireless   Boston, MA
Responsible for the data acquisition platform written in win32 and C# running on an iPAQ PDA. Wrote a web based management system in PHP, MySQL, HTML, CSS, and Javascript. The management tool handles many operational aspects: hiring drivers, payroll, and driver statistics analysis. Also developed a simple GIS application to monitor driver tracks, coverage, and cost. Managed an offshore team of three developers that assisted with development.

Security Tester   10/2005 - 2/2007

Security Innovation Wilmington, MA
Performed exploratory testing, threat modeling, test plan development, test execution, results analysis, and reporting for Microsoft, Compuware, Credit Suisse, and RSA. My other duties included security product research, and the production of e-Learning materials coursework. I took initiative within the internal operations group to transition the company's knowledge-base into a wiki. I helped maintain the company's source control system (Subversion) and an internal application server (LAMP stack.)

Co-founder   4/2006 - 7/2007

Datesite.com   Boston, MA
I created a website that allows people with mutual crushes to locate each other in a non-confrontational way. There were over fifty thousand signups which we achieved without spending any money on marketing, due to the low operating costs associated with viral growth. The application re-uses the framework that I created for Himatomo, one of my previous endeavors. I was responsible for all aspects of the software development.

Co-founder   5/2004 - 10/2005

Himatomo.com   Boston, MA

I created a framework and mobile website specifically for Japanese cell phones using PHP, MySQL, and HTML. The site contained several advanced features including a mobile blog, a college-oriented social network inspired by FaceBook, and a location-based friend locator service. Designed clear and black box tests using PHPUnit and JUnit. I helped the business team by guiding the requirements gathering process, and the subsequent documentation. I designed the operational infrastructure to host the service in production and staging environments. Lead the internationalization team to ensure the platform reliably handled English (iso 8859-1) and Japanese (euc-jp, sjis), as well as drop-in support for additional locales.

Software Developer   1/2003 - 1/2005

The Plum Group   Boston, MA

I was responsible for developing Voice XML applications for various clients. I assisted as a technical writer in documenting the flagship product "Plum Voice Platform". I helped deploy and maintain a content management system and user forum to establish formal customer support. I occasionally acted as sales engineer. I shared responsibilities of the systems operations department including server monitoring, disaster recovery, internal toolset, development, and software repository maintenance.

Education

I dropped out of a B.S in Computer Science program at Plattsburgh State University in 2002, four credits short of graduating.