

MICHAEL REITER

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EXPERIENCE

 **APPLE**, *Senior Software Engineer*

Since June 2022

AR / VR Engineer on the [REDACTED] team

- Developed [REDACTED]
- Building frameworks for [REDACTED] using **Objective-C, Swift, C++**, and **Metal**, enabling [REDACTED].
- Implemented [REDACTED] and [REDACTED], resulting in [REDACTED].
- Conducted technical interviews, evaluating candidates on technical and behavioral axes

 **META (REALITY LABS)**, *Senior Software Engineer*

June 2018 - May 2022

AR / Computer Graphics Engineer on the **Holograms** team

- Implemented a multi-platform **real-time renderer** using **C++** and **GLSL** shaders
- Designed a shader cross-compilation system to target **OpenGL, Vulkan** and **Metal** graphics APIs
- Developed a highly parallelized image processing pipeline. Leveraged **GPGPU** technologies to perform novel computer vision techniques for **Augmented Reality** use-cases.

VR Engineer on the **Oculus System Interfaces** team

- Developed the system shell and UIs for **VROS**, the **Virtual Reality** operating system for **Quest VR headsets**
- Served as **Tech Lead** for the **Universal Menu** (system taskbar). Coordinated development across a dozen engineers in multiple orgs. Performed memory profiling and optimizations to meet a strict budget.
- Introduced **Kotlin** to Oculus, empowering hundreds of engineers to use modern Android technologies. De-risked memory utilization, app performance and internal tooling support, then deployed experimentally. Resulted in a statistically significant reduction in crashes. Delivered instructional presentation and onboarded other teams.
- Led system UI/UX development for **Horizon Home** (VR social hub). Integrated with party chat and co-present multiplayer APIs. Advocated Android best practices, such as **MVVM architecture** and **Jetpack Components**.
- Built VR Settings app with a strict least privilege security model using **React Native** and **Java**
- Managed an **intern**. Developed a project plan, reviewed all code, and hosted regular 1:1s. Resulted in unanimous full-time hiring recommendations.

 **MICROSOFT**, *Software Engineer Intern*

Summer 2017

Developed a 3D model viewer app for **HoloLens AR headsets** and **Windows 10** using **Unity** and **C#**

 **FACEBOOK**, *Software Engineer Intern*

Winter 2017

Implemented picture-in-picture video playback for the Facebook iOS app using **Objective-C**

EDUCATION

GEORGIA INSTITUTE OF TECHNOLOGY

January 2020 - May 2023

Master of Science, Computer Science (Artificial Intelligence)

UNIVERSITY OF VICTORIA, 3.9 / 4.0 GPA

September 2014 - May 2018

Bachelor of Science, Computer Science

SKILLS

C, C++, Objective-C, OpenGL, Metal, GLSL, Swift, Java, Kotlin, Android, JavaScript, React, React Native, GraphQL, Node.js, Git, Mercurial, C#, Unity, Python, Go, SQL, Docker, gRPC, Elm, HTML, CSS