

# Justin Reiter

JDReiter@uwaterloo.ca  
(647) 309 – 6763  
JustinReiter.me  
github.com/JustinReiter







## Technologies and Skills

- Languages: JavaScript, Python, C++, Java, C#, SQL, PHP, HTML
- Frameworks: React, Django, Express, jQuery, NodeJS, Bootstrap
- Tools: MongoDB, PostgreSQL, MySQL, Cypress, Jest, Jenkins, Git, Bash

## Technical Experience

- Bank of America** Software Developer Sep – Dec 2020
- Created **Java** tool to automate Maven dependency versioning across 4 repos with 10 projects
  - Updated legacy programs to utilize **Kerberos** and increased password encryptions
- IBM** Full Stack Developer Jan – Apr 2020
- Expanded Anti-Money Laundering (AML) **React** application with **JavaScript**, **Redux** and **Cypress**
  - Refined backend API built in **Python** and **MongoDB** for robustness and additional endpoints
  - Acted as scrum master for team and lead innovation meetings for new products / technology involving **Data & Artificial Intelligence** and AML
- Intact** Architecture DevOps Student Jun – Aug 2019
- Developed multiple **Bash** scripts used across teams for automating artifact deployment / promotion in Nexus, updating **GitHub projects**, and producing **OpenShift** usage reports
  - Presented to 40+ developers across company on Nexus staging and efficient workflows
  - Created patch for **OpenShift** container errors upon new OpenShift migration used by two teams

## Projects

- Seasonal Tracker Platform**   2020
- Developed full-stack **JavaScript** platform to track 90,000 games over 42 ladders on Warzone
  - Designed a responsive front-end in **React** with asynchronous hooks to request data instantly
  - Deployed on **Heroku** with a **PostgreSQL** database and a back-end written with **Express**
- WZTourney CLOT**   2020
- Codeveloped **Django** platform in use by 700 people to arrange events for Warzone
  - Integrated with **Python**, **Azure**, **PostgreSQL** and **Warzone API** to automate game lifecycle
  - Extended Discord integration via **Discord.py API** to link server to platform and Warzone
- Pokémon Battler**  2020
- Delivered Pokémon platform to catch and battle trainers for course project (CS348 – Databases)
  - Written in **PHP** with **JavaScript** front-end and deployed on **Google Cloud** with **MySQL** database
- WarLight.AI Bot**  2019
- Created a smart AI bot in **C#** with **OOP** to play the Risk-like game, Warzone
  - Implemented the bot with the **WarLight Bot API** to communicate with the Warzone servers
  - Achieved one of the best scoring algorithms among bots for evaluating starting distribution
  - Utilized algorithms such as **Dijkstra's algorithm** for optimal pathing and human-like gameplay

## Academics

- University of Waterloo** Candidate for Bachelor of Software Engineering Present