

Mike Reinstein

Oakland, CA

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<https://github.com/mreinstein>

Summary/Profile

Software Developer and Manager offering twenty years of varied technical experience. Mastery of all major software product development aspects: requirements gathering, specification writing, technical leadership of both in house and remote teams with agile and iterative development methodologies, front and backend development, server operations, and Quality Assurance. Passionate open source contributor. Carbon based lifeform. Startup Junkie.

Technology

Javascript, HTML, CSS, LESS/SASS, node.js, npm, Backbone, JQuery, Angular, OpenGL/WebGL, Polymer, web3/solidity (Ethereum), Amazon Web Services (AWS), Apache, Bootstrap, Browserify, Cordova/Phonegap, Electron, express.js, git, Grunt/Gulp, heroku, Linux, Memcache, Mercurial, MongoDB, MySQL, Nginx, PHP, Redis, RethinkDB, Unity

Professional Experience

Self Employed Contractor 7/2016 - Present

DreamingBits LLC San Francisco, CA

Shipped several web based applications, including a conversational AI agent, and a decentralized geographic land token registry powered by Ethereum. Prototyped an application based on Web Service Workers.

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 successfully handled certification of Mosaic products in the Amazon Echo and Nest app stores.

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

DreamingBits LLC

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 its 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.)

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.

Personal Experience

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.

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.

Education

Pursued a B.S in Computer Science program at Plattsburgh State University in 2002. Left four credits short of graduation.