

Michael Bitzos

Backend Software Engineer

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SKILLS

Current: Python | MongoDB | C#

Previous: | SQL | Vue.js | JavaScript

Other: Unity | Vim | Linux

WORK EXPERIENCE

Senior Software Engineer – Rippling

Remote, April 2022– present

- Helped develop Rippling Global, one of the company's largest initiatives in terms of ARR by working closely with product and design to deliver global work authorization, bulk EOR/global contractor transitions, and global HRIS. See: [Rippling goes global](#)
- Core platform and performance engineer for multi-country bulk actions framework that allows companies to perform HR operations in bulk for their entire global workforce.
- Lead engineering efforts for unified global onboarding allowing Rippling to onboard our first Canadian-based clients and support a framework for future global HQ'd client companies to onboard onto the product.
- Designed and developed technical architecture for phase 1 of mission-critical stealth project worth over \$1M+ in ARR, working alongside the CEO and VPs of HRIS.

Software Engineer – Wish

Toronto ON, March 2021– April 2022

- Collaborated in a team of engineers and PMs using Agile processes to deliver high-impact and fast-paced solutions with Python/MongoDB/SQS to improve the quality of the products sold on the platform.
- Fixed urgent issues impacting millions of customers by collaborating with operations and legal stakeholders on under critical deadlines.
- Co-led engineering taskforce in charge of standardization and acceleration of organization-wide data warehouse migration by developing automated Python3 tooling for engineers under a tight companywide deadline.
- Managed an intern by delegating work, guiding their career development, and submitting performance reviews.

Software Engineer - Evertz Microsystems

Burlington ON, June 2019 – March 2021

- Architected and developed a SPA visualizing real-time status, detecting errors and identifying bottlenecks in customer systems, earning Evertz over \$150 000 upfront and becoming a main selling point for inSITE product.
- Spearheaded web-development in Vue.js, JavaScript, HTML5, CSS3, and D3.js, building data visualization tools to mitigate impact of catastrophic hardware and software failures on client systems.

Software Engineer Intern - Evertz Microsystems

Burlington ON, May 2017 – Aug 2018

- Developed data analytics and monitoring features utilizing Vue.js, Java, Node.js, and ELK Stack to drive sales for inSITE application licenses.

PROJECTS

Game Development Blog [michaelbitzos.com](#), [github](#)

- Created blog from scratch to write technical engineering blogs about my 5+ years of experience developing games with my indie game studio. Developed no-code blog writing pipeline and CLI to streamline process.

EDUCATION

Bachelor of Engineering, Software Engineering Co-op

McMaster University, April 2019, Summa Cum Laude