

# ANTONIO ARANDA EGGERMONT

UX ENGINEER & SOFTWARE DEVELOPER

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## EXPERIENCE

### **Disney Parks, Experiences and Products, Seattle, WA** **Lead Applications Developer, 2017 - present**

Develops front-end applications and provides technical leadership and mentor ship to a UI team to adopt best software development practices and modern UI frameworks for the implementation of Web based interactive dashboards, Web sites, and Web APIs integrations, Machine Learning systems, and marketing platforms.

### **Disney Interactive Media, San Francisco, CA** **Senior Applications Developer, 2013-2018**

Developed Web applications and tools for data exploration, data visualization, data driven Web services, and integration of cloud platforms for the analysis of behavioral user patterns in mobile and social games, and Disney Web properties.

### **CBS Interactive, San Francisco, CA** **Staff Engineer, 2011 - 2012**

Developed a content management system for online video content publications and metadata for TV.com, an online TV guide with 20 million unique visitors each month.

### **Disney Animation Studios, San Francisco, CA** **Applications Developer, 2008 - 2010**

Worked as digital media artist and software engineer for the production of motion capture animated films. Feature films include A Christmas Carol (directed by Robert Zemeckis), and Mars Needs Moms (directed by Simon Wells)

### **Harvard University, Cambridge, MA** **Software Engineer, 2000 - 2006**

Developed and architected a media production system for the online publishing of streaming media content for the first distance education program at Harvard.

## SKILLS

### **Front-end development:**

Angular JS, Angular 8  
Django/Flask  
ReactJS  
Programming: JavaScript, TypeScript, Python  
Material Design

### **UX Interaction Design:**

Wireframes  
Sketches  
Interface design  
Software prototypes  
Video prototypes

### **UX Research:**

User research design  
Contextual inquiry  
User interviews  
Participatory Design

### **Tools and Technologies:**

Machine learning platforms  
Figma, Sketch, Azure, Oculus, Hololens  
Google Cloud, AWS platform

## EDUCATION

**University of Washington, present**  
M.Sc Human Centered Design & Engineering

**Emerson College, 2007**  
MA Digital Media Arts, 2007

**Harvard University, 2003**  
Graduate Certificate in Applied Sciences  
Graduate Studies in Computer Science

**Universidad Panamericana, 2000**  
B.A. Business Administration