

ANTONIO ARANDA EGGERMONT

UX ENGINEER & SOFTWARE DEVELOPER

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AntonioEggermont.com

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 and Machine Learning systems. Projects include optimization of park and resorts operations using ML platforms and interactive apps.

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

EDUCATION

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

Emerson College, 2007
MA Digital Media Arts

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

