

Ian Bantoto

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SKILLS

LANGUAGES

Java * Python * JavaScript * HTML
C * C# * C++ * Scala

TOOLS

Android Studio * Unity * Git
Flask * Heroku

TECHNOLOGIES

Node.js * Dialogflow * Flask
React.js * OpenCV * Vuforia

LINKS

Bandcamp :// ianbantoto
YouTube :// MisterFireStick

COURSEWORK

UNDERGRADUATE

Algorithm Design & Data Abstraction
Object-Oriented Software -
Development
Data Structures & Data Management
User Interfaces

EDUCATION

UNIVERSITY OF WATERLOO

Bachelor of Computer Science
Expected Apr 2021 | Waterloo, ON

EXTRACURRICULARS

UW PARTY GAMES CLUB

President, Founder

Coordinating events and introducing
400+ members to a wide variety of
modern board games and video
games.

INTERESTS

Acoustic Guitar

12 years, Over 5000 hours

Foosball

Rock Climbing

Game Design

Augmented Reality

Human-Centered Design

EXPERIENCE

✔ INTUIT – SOFTWARE ENGINEERING INTERN

May 2018 - Aug 2018 | Mississauga, ON

- ~ Implemented and re-factored multiple C# / C++ validations to ensure that customers don't lose out on their tax return(s).
- ~ Upgraded legacy Web pages to utilize an internal responsive React framework, then focused on maintaining the application's core Java layer.
- ~ Reduced dev down time by smoothly connecting disjoint component build processes via shell scripting.

U ULTIMATE SOFTWARE – SOFTWARE TEST ENGINEER

Sep 2017 - Dec 2017 | Toronto, ON

- ~ Automated testing for **enterprise mobile and web applications** in a Scrum Agile workflow.
- ~ Built a prototype **Assistant service** that controls Jira using Dialogflow and Jira's API.
- ~ Created **Node.js** endpoints to test various enterprise APIs.

PROJECTS

> CODECHELLA – UNITY, VUFORIA

AR Android prototype that allows museum visitors to experience exhibits as highly share-able, gamified scavenger hunts.

- ~ Prototyped in **under 96 hours** at Intuit's **community-focused hackathon** for the upcoming year-round **Comic Con Museum** -> bit.do/codechella
- ~ Guided a team of **Unity/Vuforia** developers and artists through multiple pivots and redesigns spurred by direct feedback from Comic Con fans and officials alike.
- ~ Committed to working on project from prototype to eventual fruition.

👤 CLINK – ANDROID, INTERAC, NFC

Android app that lets users request money

- ~ Worked on integrating the app with Interac's Money Transfer **beta API** to create money requests upon NFC data transfer completion.
- ~ Designed the interface with an emphasis on simplicity and ease of use.

th² FORTE – PYTHON, FLASK, NUMPY

Web app that auto-adjusts speaker volume to suit ambient noise.

- ~ Prepared large data sets for our custom machine learning model using Pandas and Numpy.
- ~ Implemented a Flask endpoint to receive audio streams and return the ideal audio settings via our regression analysis model.

🐱 KINECT4 – PYTHON, FLASK, LEAP MOTION

A motion-controlled Connect 4 game.

- ~ Hard-pivoted to Leap Motion API after our computer vision framework of choice became unfeasible halfway through the event.
- ~ Integrated a **Minimax (AB Pruning) algorithm** with our Flask backend to challenge the player with a difficult opponent.

🌐 QWIKIA – JAVASCRIPT, NODEJS

A Messenger trivia bot that generates questions from wiki entries using NLP.

- ~ Worked on fetching interesting data from community wikis using Wikia and Google Cloud NLP APIs.
- ~ Analyzed common wiki headings for ability to form verifiable questions, reducing input text **tenfold**.