

# Ian Bantoto

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## SKILLS

### Languages

Java • Python • C • C++ • C# • Scheme •

HTML/CSS • JavaScript

### Tools

Node.js • Express.js • OpenCV •

Bluetooth

### Technologies

Android Studio • Git • Jira • JSON

Handling • Bash

## LINKS

LinkedIn :// ianbantoto

Bandcamp :// ianbantoto

YouTube :// MisterFireStick

## COURSEWORK

### UNDERGRADUATE

Designing Functional Programs

Algorithm Design and Data Abstraction

Object-Oriented Software Development

## EDUCATION

### UNIVERSITY OF WATERLOO

BACHELOR OF COMPUTER SCIENCE

Expected Apr 2021 | Waterloo, ON

## EXTRACURRICULARS

### UW PARTY GAMES CLUB

President, Founder

Coordinate events and teach over 50 members how to play a variety of deception/party games.

### WATONOMOUS

General Member

Work on a team of ten to determine the most optimal safe path for an autonomous vehicle to take, as part of the SAE AutoDrive Challenge.

## INTERESTS

Classical Guitar

11 years, Over 3000 hours

Fingerstyle Guitar

2 years, Over 1000 hours

Game Development

Machine Learning

## EXPERIENCE

### ULTIMATE SOFTWARE – SOFTWARE TEST ENGINEER

Sep 2017 - Present | Toronto, ON

- Created automated tests for enterprise mobile and web applications in a Scrum Agile workflow.
- Worked primarily on writing backlog scripts to ensure proper functionality using Selenium and MSSQL.

### STANFORD CROWD COURSE INITIATIVE – WRITER

Apr 2016 - May 2016 | Online

- Built a 28-minute lecture series in 5 days with an international team of 20 people.
- Drafted and translated scripts, contributing to the initiative's very first course: Introduction to Python.

## PROJECTS

### SH ONLINE – JAVASCRIPT

- Collaborated with the open source game development community to create a web-based implementation of a popular board game.
- Worked on back-end JavaScript, implementing voting, team allegiance display, and player elimination.
- Regularly played by a community of over 200 users.

### QWIKIA – JAVASCRIPT, NODEJS, EXPRESSJS, HEROKU

- Prototyped and designed a trivia bot built at Hack The North 2017 that utilizes natural language processing to generate questions for any topic.
- Worked on fetching interesting data from community wikis using Wikia API using Microsoft Text Analytics API.

### DODGETHEBEAT – PYTHON

- Won 1st place at MIT's Blueprint Hackathon 2016, Rookie Division, for creating a rhythm game that syncs game data to the current song.
- Worked on gameplay logic, hit detection, and graphics to make the game smooth and fun to play.
- Guided a team of 3 through their very first hackathon.

### CELEBRITIES – PYTHON

- Built a virtual implementation of the party game 'Celebrities' for UW Party Games Club as a first step to make the club paperless.
- Used OOP principles to represent cards, teams and the game state itself, accurately simulating natural gameplay.

### SMART SHOWER – JAVA, C, IoT

- Won 2nd place in the Intel Edison category at Waterloo Tech Retreat for a Bluetooth-connected, water-proof device that maintains a user's preferred shower temperature.
- Used Bluetooth to send motor instructions from an Android application to the device's Intel Edison.

### GUESS LOL – JAVA

- Built a trivia game about League of Legends that automatically updates its content by scraping for updates and releases using RiotGames API
- Worked on the integration of RiotGames API and our back-end data interfacing.