

Ian Bantoto

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SKILLS

Languages

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

Tools

Android Studio * Heroku * Git

Technologies

Node.js * Dialogflow * Flask
OpenCV * ROS * Express.js

LINKS

LinkedIn :// ianbantoto
Bandcamp :// ianbantoto
YouTube :// MisterFireStick

COURSEWORK

UNDERGRADUATE

Algorithm Design & Data Abstraction
Object-Oriented Software
Development
Data Structures & Data Management
Computer Organization & Design

EDUCATION

UNIVERSITY OF WATERLOO

Bachelor of Computer Science
Expected Apr 2021 | Waterloo, ON

EXTRACURRICULARS

UW PARTY GAMES CLUB

President, Founder

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

WATONOMOUS

General Member

Worked 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

Guitar

11 years, Over 4000 hours

Game Development

Computer Vision

Rock Climbing

EXPERIENCE

U **ULTIMATE SOFTWARE** – SOFTWARE TEST ENGINEER

Sep 2017 - Present | Toronto, ON

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

S **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

CLINK – ANDROID, INTERAC, NFC

Created an app that lets users initiate money transfers with NFC.

- ~ Worked on integrating the app with Interac's Money Transfer **beta API** after completed NFC data transfers.
- ~ Designed the interface with an emphasis on simplicity and ease of use.

FORTE – PYTHON, FLASK, NUMPY

Built a 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

Built a Connect 4 game that can be controlled using a Leap Motion sensor.

- ~ Efficiently pivoted to Leap Motion API after another framework became unavailable halfway through the event.
- ~ Integrated a Minimax (AB Pruning) algorithm with our Flask backend to add a tangible sense of difficulty in our implementation.

QWIKIA – JAVASCRIPT, NODEJS

Prototyped a trivia bot that generates questions for many topics using NLP.

- ~ Worked on fetching interesting data from community wikis using Wikia API and Google Cloud NLP API.
- ~ Reduced wiki content to be parsed **by a factor of 10**.

NIGHT PHASE – JAVASCRIPT, DIALOGFLOW, FIREBASE

Created an Assistant bot that narrates information phases for players.

- ~ Made for and used by numerous **board game clubs** at UWaterloo that play The Resistance: Avalon, among other deception games.

LCSEEKER

Designing a user-friendly app to bring the FantasyLCS experience to mobile.

- ~ Mocked up screen/interface designs via Figma and InVision.
- ~ Replicates the point tracking capabilities of Riot Games' Fantasy Esports website.