MARTIN BAUTISTA

Chicago, IL
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Portfolio: *pleasehireme.company*
github.com/mbauti23

SKILLS & EDUCATION

Languages: Flutter, Dart, Java, Kotlin, SQL, JavaScript, HTML5/CSS
DevOps: Agile/Scrum, BBD, TDD, ATDD, CI/CD
APIs: Android, Google, Firebase, Instagram, Facebook, Philips Hue
Degree: Bachelor of Science in Computer Science
University of Illinois at Chicago – Aug 2020

SOFTWARE ENGINEER + UX GENERALIST

Personal app development has been a passion of mine for the entirety of my C.S. Career. Utilizing my firm understanding of UX Design principles and how to apply them to B2C, B2B, B2E apps, I understand how important the production and maintenance of scalable, responsive, and organized code is. Efficiency, quality, and adaptability are all qualities I would bring with me to a new deadline-driven, fast-paced environment.

EXPERIENCE

Concierge – Silvercar - Schiller Park IL   *June 2019 – Dec 2020*
- Assisting customers with their Silvercar mobile application to start their reservations
- Utilizing development background to offer recommendations and bug mentions
- Collaborating with the concierge team to maximize customer satisfaction and minimize issues

President – Whatsnumber1 Inc - Chicago IL   *July 2017 – Sept 2018*
- Took the lead on graphic design of the images, icons, and User Interfaces
- Front end specialization with page layouts, component functionality, and class management
- Published an app on the Google Play market called Personimity

Intern – Center for Lost Arts (Pop-Up Maker Space) - Chicago, IL   *June 2015 – Aug 2015*
- Supervised the artists working in the space
- Assisted the artists in using software (Makerbot, Easel, Illustrator) for their creations
- Maintained machine, tool, and material organization around the space

PROJECTS

Personimity - Social Application (Reboot) *(Flutter => Android/iOS)*   *Dec 2020 – Present*
- Incorporated MVC pattern to fulfill various use-cases/user-stories associated with the app
- Transitioned into Bloc/Cubit event/state management to streamline the development cycle

Pleasehireme.company - Portfolio (Flutter Web App)   *Jan 2021 – Aug 2021*
- Presentation of a responsive, adaptive, and animation web application
- Developed with the intent to show recruiters my design and development experience

WhatsHue - Memory Game (Android - Java)   *Feb 2019 – May 2019*
- Incorporation of the Philips Hue API to produce a "Simon" influenced game
- Utilization of a queue, a timer, and API Code to generate a succession of bulb color changes

Personimity - Anonymous Matchmaking Application *(Android)*   *June 2018 – Sept 2018*
- Created cautious privacy matchmaking algorithms and lead front-end UI design and programming
- Worked with a legal team to draft a Terms of Service and Privacy Policy