

Martin Bautista

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Portfolio: *pleasehireme.company*

github.com/mbauti23

Skills & Education

Languages: Flutter, Java, React, SQL, JavaScript, Python, JSON, C++, HTML5, CSS, Kotlin

APIs: Android, Google, Firebase, Instagram, Facebook, Philips Hue

Graphic: Adobe Illustrator, Easel, MakerBot, Photoshop

Degree: Bachelor of Science in Computer Science (UIC) – Aug 2020

Experience

Concierge – Silvercar - Schiller Park IL

June 2019 – Dec 2020

- Managing scheduling, fleet, and support through the mobile toolkit provided by the company
- 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

- Established an app development corporation for the auxiliary legal and financial advantages
- 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
 - Managed artist check-in/check-out
 - Assisted the artists in using software (Makerbot, Easel, Illustrator) for their creations
 - Maintained machine, tool, and material organization around the space
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Projects

Pleasehireme.company - Portfolio - Flutter Web Application

Jan 2021 – Aug 2021

- Produced using Flutter (from scratch), Firebase Hosting, and Google Domains
- Developed with the intent to show recruiters my design and development experience

Open Rhythm - Rhythm Game (Flutter)

Dec 2019 – Mar 2020

- Programmed a parser for the hundreds of .chart files initially created for the game Clone Hero
- Utilizes data to create 'note' assets that are synced with the corresponding song on the device

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 with elements removed every time a user hits the correct button

Personimity - Anonymous Matchmaking Application (*Android*)

June 2018 – Sept 2018

- Created cautious privacy matchmaking algorithms and lead user-interface design
- Produced a Terms of Service and Privacy Policy for the application