

Martin Bautista

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Skills & Education

Languages: Java, Flutter, 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

Personimity - Anonymous Matchmaking Application (Flutter) *Sept 2020 – Current*

- A complete transition into Flutter architecture using Scrum/Agile methodology

Open Rhythm - Rhythm Game (Flutter) *Dec 2019 – Mar 2020*

- Incorporation of the open source game engine Flame
- 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*

- An incorporation of Facebook, Firebase, and open-source public APIs
- Created cautious privacy matchmaking algorithms and lead user-interface design
- Produced a Terms of Service and Privacy Policy for the application