

MARTIN BAUTISTA

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Portfolio : codingwithsoul.com

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SKILLS + EDUCATION

Bachelor of Science in Computer Science

University of Illinois at Chicago – Aug 2020

Languages : Flutter/Dart, Java, SQL, JS, NodeJS, HTML5/CSS, C++, Python

DevOps : Agile/Scrum, TDD, CI/CD, Unit/Integration Tests, Documentation

API's & More : Firebase, Google, Facebook, Philips Hue, Android, npm

SOFTWARE + UX ENGINEER

Implementing designs + functionalities from wireframes to produce a product in-line with the end-user's needs

PROJECTS

Personimity Reboot - Social Application (Flutter App Android/iOS/Web) Dec 2020 – Present

- State management implemented using Bloc to optimize object usage throughout the widget tree
- Unit tests implemented using flutter_test and bloc_test packages to ensure product reliability
- Code structured via Model View Controller architecture for scalability and separation of business logic
- Minimized boilerplate code using the Freezed package, streamlining the development cycle
- Implemented cloud-based Firebase products such as Hosting, Firestore (w. rules), and Authentication

CodingWithSoul.com - Portfolio (Flutter App Web) Jan 2021 – Aug 2021

- Presentation of a responsive + adaptive web application with engaging animations using Flutter
- Integrated tooltips + symanticsLabels to aid those using hearing impaired technologies for navigation
- Applied a custom routing system to simulate native html subdirectory generation inside of URLs
- Partitioned stateful widgets, cached images, and used BlocBuilder for the best possible performance
- Developed an interactive mobile app demo to showcase state management and design capabilities

Clash of Kingdoms – CS 440 Software Engineering I - Group Project (Android) Aug 2019 – Dec 2019

- Took part in user-story/use-case creations that lead to further improvements to project requirements
- Designated team member responsibilities for certain deliverables based on their experience
- Lead scrum review and retrospective meetings for all sprints associated with the project
- Lead development of XML page layouts, models, and Application + Fragment class structure
- Integrated Firestore for storing and retrieving Player vs Player data involved in battles

Personimity - Anonymous Matchmaking Application (Android) June 2018 – Sept 2018

- Created cautious privacy matchmaking algorithms using purposefully less-accurate Location data
 - Utilized IntentService for continuation of matchmaking events outside of the UI lifecycle (background)
 - Monetized premium features by adding Google AdMob alongside Google Pay (Subscription)
 - Managed deprecated code by acquiring the newest iteration of a class/method from the Android API
 - Published the signed APK onto the Google Play Store where it generated 47 unique users
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WORK EXPERIENCE

Concierge – Silvercar - Schiller Park IL June 2019 – Dec 2020

- Utilized development background to offer recommendations and bug mentions
- Cut down on call frequency and time by creating keyboard shortcuts for new website and app links
- Used company software to manage a fleet of 105 cars, reservations, and communication w. customers
- Promoted positivity when collaborating with concierge team, leading to happier customer interactions

President – Whatsnumber1, Inc - Chicago IL July 2017 – Sept 2018

- Managed deployment and analytics on Google Play and Facebook Developer consoles
- Worked with a legal team to draft a Terms of Service and Privacy Policy, securing the company product
- Took the lead on graphic design of images, icons, fonts, and animations involved in product branding
- Managed social media presence, advertising milestones of applications and services