

# MARTIN BAUTISTA

Chicago, IL  
312-678-6731  
whatsnumber1@gmail.com  
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
- Applied a custom routing system to simulate native html subdirectory generation inside of URLs

**WhatsHue** - Memory Game (Android - Java) *Feb 2019 – May 2019*

- Incorporated the Philips Hue API to produce a “Simon” influenced game
- Utilized 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