

# Neil Armand Baradas Bantoc

UX Engineer, Product Designer, Android App Developer

+408-887-4256 | nbantoc@andrew.cmu.edu | neilbantoc.github.io

## Education

### Master in Human-Computer Interaction

Carnegie Mellon University  
Pittsburgh, PA, USA

### Bachelor of Computer Science

University of the Philippines  
Los Banos, Laguna, PH

## Skills

### Design

Sketch  
InDesign  
Illustrator  
InVision

### Programming

Android Studio IDE  
Java, Android, JNI  
Atom IDE  
HTML, SASS, SVG  
D3, JQuery  
Jekyll, Github Pages  
SQL  
A/B Testing

### Version Control

Git, SVN  
Tower

### Prototyping

Arduino  
Foam Core Prototyping

### Research

Contextual Inquiry  
Affinity Diagram  
Competitive Analysis  
Persona  
Interviews  
Survey Design  
Speed Dating  
Wizard of Oz Testing

## Projects

### MHCI Capstone: Samsung Robotic Vacuums and Household Cleaning

With the aim of strategically positioning and differentiating Samsung's robotic vacuums, we took a look at people's mental models when it comes to household cleaning as well as the current landscape of robotics and emerging technologies.

### Rise and Smile: Face Detection Powered Alarm Clock

An alarm clock for Android that uses face detection to wake the user up by detecting and requiring their eyes to be kept open for a set amount of time.

### Echo: A Service for Improving Verbal Communication for CMU Students

Using service design concepts, we sought to investigate and design an in-campus service that helps engineering students at Carnegie Mellon University improve their verbal communication skills.

### Gaia: Conversational User Interface for Hotel Concierge

Designed a conversational user interface that will act as a hotel's persona as well as a centralized system for handling guest interactions.

### Control Redesign: Status Indicator for Delayed Feedback Systems

Built a prototype for a new control that uses a blinking LED to indicate the difference between the current value and a set value in a delayed feedback system such as temperature control.

### Freelancer Messenger

Freelancer.com's mobile messaging app for Android where I got to modernize the code to use frameworks such as Dagger for dependency injection, Realm for persistent storage, Support Design Library for Material Design UI components, etc.

### iLike (*Postponed indefinitely by Myspace*)

Built an HLS-based music streaming app for Android with support for offline playback accomplished via serving media chunks from an on-device HTTP server.

## Work Experience

### Android Software Engineer | Jun 2015 – Jul 2016

Freelancer.com Philippines  
Taguig City, Manila, PH

- Refactored parts of the app to use the Model-View-Presenter architecture
- Applied Unit Testing using JUnit and Mockito for presenters in the app
- Migrated dependency injection modules from Dagger 1 to Dagger 2
- Updated old code to use material design components
- Integrated Taplytics SDK for A/B testing and Phabricator for peer to peer code review
- Worked under an Agile team complete with Sprint Planning, Daily Standups and Retrospectives

### Senior Android Developer | May 2012 – Apr 2015

Stratpoint Technologies, Inc  
Mandaluyong City, Manila, PH

- Offered Android app development expertise to the company's top clients, Phunware Inc (a US-based mobile solutions provider ) and Globe Telecom (one of the largest telecommunications provider in the Philippines)
- Gained extensive experience building Android clients that consume JSON-formatted API web services