

Neil Armand Baradas Bantoc

UX Engineer, Product Designer, Android App Developer

408-887-4256 | nbantoc@andrew.cmu.edu | <https://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

Tools and 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.

Yo!: Voip - GSM Voice Calling

Globe Telecom's version of Magic Jack where users can own a VOIP phone that can make and take regular voice calls over wifi as if they were a regular Globe subscriber.

Control Redesign: Status Indicator for Delayed Feedback Systems

Built an arduino-based prototype for a new control that uses a blinking LED to indicate the difference between the current state and the target state 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 components from the Support Design Library
- Integrated Taplytics 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
- Created a range of apps, from location based to music players to VOIP clients