

NEIL ARMAND BARADAS BANTOC

Creative Technologist // UX Engineer
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Education

Master in Human-Computer Interaction
Carnegie Mellon University // 2016 - 2017
Pittsburgh, PA, USA

Bachelor of Science in Computer Science
University of the Philippines // 2008 - 2012
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/ESP8266
Foam Core Prototyping

Research

Contextual Inquiry
Affinity Diagram
Competitive Analysis
Personas
Crazy 8's
Interviews
Survey Design
Speed Dating
Wizard of Oz

Projects

MHCI/Samsung Capstone Project: Improved Human-Robot Interaction

Uncovered issues with human-robot interaction in the context of the robotic vacuum cleaner and the home. Mocked up prototypes using an esp8266 wifi-enabled microcontroller and a Thymio robot to test ideas on improving communicaiton.

Android App: Rise and Smile // Face Detection Powered Alarm Clock

Created 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.

Service Design: Echo // A Service for Practicing Verbal Presentation Skills

Researched and designed an on-campus service that uses a combination of VR, speech recognition, and depth cameras to collect and analyze metrics that help engineering students improve their verbal communication and presentation skills.

IoT: Ambient Display for Incoming Buses

Built an ambient display that uses an LED strip laid out to look like the streets of a map to show incoming buses around CMU's MHCI lab space. All API querying, JSON parsing, and distance computation was done on an esp8266 microcontroller.

Dashboard Design/Data Visualization: A Tale of Two Greenlands

Created a dashboard using web technologies such as svg and d3.js to visualize biodiversity metrics for Greenland.

Android App: Freelancer Messenger // Instant Messaging + Rest Client App

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

Android App: iLike // Music Streaming App

Built an HTTP Live Streaming based music streaming app for Android with support for offline playback through serving media chunks from an on-device HTTP server.

Employment

Android Software Engineer // Freelancer.com Philippines

June 2015 - Jul 2016 // 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

Senior Android Developer // Stratpoint Technologies, Inc

May 2012 - Apr 2015 // 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 providers 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