

NEIL ARMAND BARADAS BANTOC

Android UX Engineer // Creative Technologist

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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	JUnit Testing
Java, Kotlin	RxJava
Atom IDE	DataBinding
HTML, SASS, SVG	Fastlane
D3	Jenkins CI
Jekyll, Github Pages	Taplytics
SQL	Arduino IDE
A/B Testing	

Version Control

Git, SVN
Tower

Prototyping

Arduino	Vaccuforming
3D Printing	Laser Cutting

Research

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

Employment

Individual Contributor 4 > Software Engineer // Facebook Jul 2019 - Present

- Standardized look and feel of UI elements across the Facebook app
- Added small UI delights to the Facebook app

Software Engineer 3 > Senior Android Developer // Paypal > Venmo Oct 2017 - Apr 2019

- Worked on the Venmo transfer to bank screen, adding in animations for a better UX
- Participated in design sprints to develop a better Privacy experience on Venmo
- Built the “Privacy Carousel” that educates users about Privacy on Venmo
- Wrote Fastlane scripts to automate the app release process
- Wrote UI and Unit tests for presenters and helped bring code coverage up
- Introduced two of my own coding patterns which were widely adopted by the team

Android Software Engineer // Freelancer.com June 2015 - Jul 2016

- Built a dashboard that presents users a list of actionable items from their projects
- Refactored parts of the app to use the MVP architecture
- Wrote UI and Unit tests for presenters and helped bring code coverage up
- Integrated Taplytics for A/B testing and Phabricator for peer to peer code review

Senior Android Developer // Stratpoint Technologies, Inc May 2012 - Apr 2015

- Offered Android app development expertise to the company's top clients, Phunware Inc and Globe Telecom (one of the largest telecommunications providers in the Philippines)
- Created a range of apps, from location based to music streamers to VOIP clients

Projects

[Android Library] Facebook – Component Library

Contributed components to the Facebook Components Library, a set of internally used UI widgets built on top of Litho that follows the Facebook Design System guidelines and specifications

[Android App] Venmo – Privacy Carousel

Built a Privacy Carousel that educates user about privacy settings on Venmo, giving scenarios on when each level is appropriate. Within the carousel users are also shown what their current default is and gives them an opportunity to change it.

[Android App] Venmo – Customer Identification Program

Designed and built an experience that allows users to validate their identity, carefully explaining that we are collecting their personal information as a way to filter out fraudsters and make Venmo a safer platform for everyone.

[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.

[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.

[MHCI Capstone] Samsung Appliances – Improved Human-Robot Interaction

Underwent an 8 month research and prototyping cycle to uncover issues with human-robot interaction in the context of the robotic vacuum cleaner and the home. Used an esp8266 wifi-enabled microcontroller and a Thymio robot for prototyping.