Branden Bulatao

branden.bulatao@gmail.com | 408.306.5099

EDUCATION

STEVENS INSTITUTE OF TECHNOLOGY
BS in Computer Science
Expected Dec. 2025
Hoboken, NJ

COURSEWORK

- Data Structures
- Algorithms
- Systems Programming
- Web Programming
- Human Computer Interaction
- Agile Methodologies
- Database Management Systems I
- Software Development Process
- DevOps Principles and Practices

SKILLS

PROGRAMMING
Experienced:
Python • Java • C++ • C • JavaScript • HTML/CSS • React • BASH
Familiar:
R • SQL

TOOLS/APPLICATIONS
Visual Studio • Eclipse • PyQt • GitHub • Git • Jira

OPERATING SYSTEMS
Windows • Linux • UNIX

OTHER
Typing (120 WPM) • Adobe Lightroom • Adobe Photoshop • DSLR Cameras • Critical Thinking • Communication • Problem-Solving • Leadership • Adaptability • Attention to detail '

LINKS

github.com/BulaCooola
linkedin.com/in/branden-bulatao

PROJECT EXPERIENCE

NUTRITIONAI - Nutrition Management App
Sept. 2024 – Dec. 2024
- Collaborated with a team of six developers to design and implement food image recognition and nutritional analysis features.
- Utilized Agile methodologies, including Kanban, sprints, and Scrum meetings, to ensure iterative development, timely feedback, and on-time feature delivery.
- Written in JavaScript using Node.js and React and interfacing with Google's GeminiAI API for real-time image processing.

SUBSTATION INSPECTION ROBOT - Senior Design
Sept. 2024 – Present
Designing a UI application for a robust user experience for managing a partial discharge substation inspection robot remotely.
- Teamed with an interdisciplinary group of Mechanical and Computer Engineering majors to improve an existing robotic system inspecting indoor substations.
- Interacted with sensors to visualize vital information through a user-friendly interface.
- Designed and tested the UI for intuitive remote control, prioritizing accessibility, responsiveness, and scalability for future enhancements.
- Collaborated on creating detailed project documentation and presentations to communicate design progress and technical challenges effectively.

WORK EXPERIENCE

ID TECH - Youth Instructor
Jun. 2024 – Aug 2024 | Campbell, CA
- Taught students K-12 fundamental skills in Python, Roblox Lua, problem-solving, and basic game design
- Managed classroom environments, ensuring a positive and safe space for learning while maintaining student enthusiasm.
- Collaborated with other instructors to develop a new curriculum, offer support in bigger classes, and share best practices for student engagement.

LEADERSHIP / EXTRACURRICULAR ACTIVITIES

STEVENS WRESTLING - Team Member & NCAA DIII Student-Athlete
Sept. 2021 – Present
- Committed 30+ hours of rigorous wrestling training sessions per week at a highly respected DIII program during competition seasons.
- Dedicated time for numerous community service events and volunteer opportunities supporting the local community
- Demonstrated unwavering commitment and competitive spirit by improving technique and physical fitness.

STEVENS RGB PHOTOGRAPHY - President
Aug. 2024 – Present
- Preside over all club meetings and events, ensuring smooth operations and fostering a welcoming environment for members.
- Took initiative in the presidency in organization involvement, increasing overall club engagement and participation by double in less than one semester
- Organized and led photo walks, workshops, and exhibitions, increasing participation and engagement by 20%.
- Spearheaded collaborations with other clubs and organizations, expanding the reach and impact of RGB Photography.