

Branden Bulatao

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Education

- BS Stevens Institute of Technology**, Computer Science Hoboken, NJ, USA
 • Dean's List | Student-Athlete, Varsity Wrestling Aug 2021 – May 2025
 • Relevant Coursework: Data Structures, Algorithms, Web Programming I/II, Human Computer Interaction, Knowledge Acquisition and Data Mining, Computer Vision.

Project Experience

- NutritionAI** [↗](#) Sept 2024 – Dec 2024
 • Built an image-based nutrition analysis tool using Node.js, React, and Gemini AI API; delivering real-time dietary feedback and improving model responsiveness by 75%.
 • Applied Agile methodologies (Kanban, Scrum, sprints) with 6-member team to ensure iterative development, rapid feedback, and on-time feature delivery.
 • Developed real-time image processing pipeline integrating Google's Gemini AI API for accurate nutrition analysis.

- Borgir** [↗](#) Feb 2025 – May 2025
 • Led a 5-person team in designing a full-stack burger review platform using MongoDB, Express, React, and Node.js (MERN).
 • Designed system architecture, including database schema, REST API endpoints, and frontend routing for scalable performance.
 • Implemented CI/CD pipeline with CircleCI for AWS EC2 deployment, and GitHub Actions for automated testing and quality assurance.

- Calorie Counter** [↗](#) Sept 2023 – Dec 2023
 • Designed and implemented a calorie tracking web app measuring activity levels based on user-input parameters, prioritizing intuitive navigation and accessibility.
 • Conducted user tests on 10+ college students, gathering feedback on prototypes to iteratively refine the interface and enhance overall user experience.
 • Applied HCI principles such as Nielsen's heuristics, and feedback-driven design to enhance overall user satisfaction.

Work Experience

- iD Tech**, Youth Instructor Palo Alto, CA, USA
 • Led hands-on instruction to 50+ students, leveraging interactive projects to achieve a 90% course completion rate. June 2024 – Aug 2024
 • Taught students K-12 fundamental skills in Python and Roblox Lua programming, computer science, problem-solving, and/or basic game design.
 • Collaborated with other instructors to develop a new curriculum, offer support in bigger classes, and share best practices for student engagement.

Extracurricular Activities

- Stevens Wrestling**, Team member Sept 2021 – Mar 2025
 NCAA DIII Division Wrestling Team in Stevens Institute of Technology
 • 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 – May 2025
 • Led all club meetings and events, ensuring smooth operations while fostering a welcoming environment.
 • Revitalized club involvement during presidency, doubling engagement and participation in one semester.
 • Spearheaded collaborations with other clubs and organizations, expanding the reach and impact of RGB Photography.

Skills

Programming Languages: Python, JavaScript, C++, TypeScript, Java, SQL, HTML/CSS, Bash/Shell

Frameworks/Tools: React, Node.js, Docker, REST API, Express.js, VS Code, Postman, Apollo

Deployment/Databases: Git/GitHub, CircleCI, GitHub Actions, MongoDB, PostgreSQL, GraphQL

Concepts: Web App Development, DevOps, Agile (Kanban), CI/CD