

Robert Balatbat

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EDUCATION

California State Polytechnic University, Pomona

August 2019 - May 2023

Bachelor of Science in Computer Science

Pomona, CA

- GPA: 3.92, Summa Cum Laude

EXPERIENCE

Coding Mind | codingmind.com/

December 2022 - May 2023

Software Development Intern

- Revamped old company website with modern UI using Bootstrap and Jekyll in HTML, CSS, and JavaScript.
- Implemented pages and components from wireframe to production with a focus on responsive design.
- Deployed the statically generated site using GitHub Actions for the CI/CD pipeline.

Headstarter

June 2022 - September 2022

Software Engineering Fellow

- Worked in a team of 5 to implement a platform for facilitating customer emails, SMS, and live messages.
- Engineered a live chat modal to assign customers to the customer support platform queue using Firebase Firestore transactions and implemented various API connected UI components using Tailwind.
- Won 1st Place against 11 teams after the presentations of our projects to a Product Manager at Plivo.

PROJECTS

ideArt | [Mobile App Link](#) | [Web App Link](#)

Summer 2023

Flutter Mobile and React Web App

- A multiplatform art sharing and inspiration social media app built using Flutter for mobile and React for web.
- Led full-stack development using React with Tailwind CSS and AWS services for the backend.
- Programmed mobile app in Dart using Flutter allowing for responsive UI and CRUD functionalities using AWS.

Customer Support Platform | github.com/robjgb/plivo-mock

September 2022

Full-stack React Web App

- An omnichannel communications platform designed to facilitate customer support inquiries.
- Developed using Next.js and TypeScript with Tailwind CSS and a Firebase backend.
- Worked with 3 other software engineering fellows and a UX/UI designer under a scrum process.

Resume Parser | github.com/robjgb/Resume-Parser

August 2022

Full-stack React Web App

- A mass resume parsing app that automates the resume reviewing process.
- Constructed using React with Bootstrap in the frontend and Amazon Amplify for the backend.
- Created a serverless GraphQL API that parses the resumes through AI/ML using Amazon Textract leveraging AWS Lambda leading to 99% uptime with real-time DynamoDB data table entries.

ACTIVITIES & ORGANIZATIONS

CPP Virtual Reality Lab | cppvr.org

Spring 2022

VR Research Assistant

- Produced a Unity-based virtual reality application consisting of tower defense-inspired gameplay.
- Implemented AI units to play with or against with the help of NavMesh pathfinding.
- Collaborated with three other members to develop the game using C# with Unity to produce a minimum viable virtual reality product presented with a demo in the CPP Science Research Symposium.

SKILLS

Languages: Python, Java, JavaScript, HTML, CSS, Dart

Technologies: React, Node.js, Express, Firebase, AWS Amplify, Amazon EC2, DynamoDB, Jekyll, Github, Git, Android Studio, Flutter