

Robert Balatbat

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EDUCATION

California State Polytechnic University, Pomona
Bachelor of Science in Computer Science | 3.92 GPA

August 2019 - May 2023
Pomona, CA

SKILLS

Languages: JavaScript (ES6+), HTML, CSS, Python, Java, Dart, Liquid
Technologies: React, Vite, Node.js, Express, Jekyll, Firebase, Google Cloud Platform, AWS Amplify, Amazon EC2, DynamoDB, GitHub, Git, Flutter, Android Studio, Bootstrap, Tailwind CSS, OpenAI API, Jest, PyTest

EXPERIENCE

DataAnnotation | surgehq.ai November 2023 - Present
Data Annotator for Software Development

- Developed and validated code, enhancing accuracy and adherence to best practices for the next generation of LLMs on software tasks across React, Flutter, Next.js, Vanilla HTML/JS/CSS, and Python, among others.
- Built internal web applications using React and Vite to test and evaluate AI model behavior.
- Assisted project managers by conducting code and task reviews, systematically identifying alignment failures within client goals for their training data.

Coding Mind | codingmind.com October 2023 - January 2025
Software Developer | Coding Instructor

- Developed and integrated a branch management system for codingmind.com, helping 6 active branches establish their online presence and improving customer acquisition.
- Mentored students in full-stack development using React (Vite), Firebase, and Python Flask.
- Led an ADHD screening project using eye-tracking tools; published at [CSITY 2024](https://csity2024.com).

Software Development Intern December 2022 - September 2023

- Revamped company website with a Jamstack architecture using Jekyll with Liquid template language, HTML, CSS, JavaScript, and Bootstrap, improving website loading speed and customer engagement.
- Developed a solution for bilingual content support and automated CI/CD deployment with GitHub Actions, streamlining site updates and consistency.

Headstarter June 2022 - September 2022
Software Engineering Fellow

- Collaborated across multiple teams every week to develop modern React web applications.
- Competed with a team of 5 to develop a platform for facilitating customer emails, SMS, and live messages, and later presented to a product manager at Plivo, winning 1st place against 8 groups.

PROJECTS

ideArt | [GitHub](https://github.com)
Flutter Mobile and React Web App | Multiplatform art-sharing app built using Flutter (mobile) and React (web)

- Led full-stack development with AWS Amplify, ensuring seamless integration across platforms.
- Utilized DynamoDB and GraphQL for real-time content and AWS Cognito for secure user authentication.

Customer Support Platform | [GitHub](https://github.com)
Full-stack React Web App | Omnichannel customer support platform made with Next.js and Firebase

- Collaborated with a cross-functional team and a UX/UI designer in an agile scrum process.
- Architected a real-time chat system, integrating Firebase to queue customer support requests, and implemented API-driven UI components from design to production using Next.js and Tailwind CSS.

ACTIVITIES & ORGANIZATIONS

CPP Virtual Reality Lab | VR Research Assistant | cppvr.org

- Produced a Unity-based VR game using C#, consisting of tower defense-inspired gameplay.