

Andrew Yolland



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github: github.com/Ayolland

twitter: [AYolland](https://twitter.com/AYolland)

itch.io: ayolland.itch.io

portfolio: andrewyolland.com

Skills

▸ HTML / CSS / SASS	▸ Photoshop / Illustrator
▸ Javascript	▸ Fluent Collaborator
▸ Ruby / Ruby on Rails	▸ Copy-writing / Content Creation
▸ SVG wizardry	▸ Adept Googler / Problem Solver
▸ Wordpress / PHP	▸ Adaptable, used to learning on the fly
▸ Bootstrap / Foundation	▸ Passionate about responsive design
▸ Coldfusion	▸ Coherent Writer / Funny Content Creator

Objective

I want to work with companies that allow me to grow as a developer while creating work that connects with people. I'm looking for employers that value and can utilize my passions for quality, user experience, and collaboration. I am nimble and ready to adapt to the needs of any project. I have learned every codebase I've encountered from a starting point of zero, I will learn your codebase too. I bring an unique perspective and empathy from my background in games and theatre, as well as a critical eye for detail and logistics. I'm also a skilled communicator: I write tutorials for libraries I work in, and am willing and ready to mentor others.

Experience

Web Developer, Corporate 3 Design; Omaha, Nebraska 2015-2016

Worked with graphic designers to bring visual design to life across multiple devices and browsers. Singularly responsible for making sites responsive and user friendly, as well as every day maintenance and updating of sites. Recommended and implemented new technologies to update workflow and remain current. Frequently assisted in content creation for blogs and social media.

Co-Instructor, Mystery Code Society; Omaha, Nebraska 2017

Worked with my fellow instructor to design and implement a curriculum using JavaScript to teach programming fundamentals and game design to middle-schoolers over the course of a 12 week class. Developed a modular 'mini-framework' to expedite lessons and development.

Game Designer, Freelance; Everywhere Always

Passionate about game design, both as an end in of itself, and as a lens for user and audience interaction. Worked both in tabletop game design and video game design, across a variety of platforms. Created and released games online, as well as built game editing tools to assist other creators.

Ensemble Member, BlueBarn's Witching Hour; Omaha, Nebraska 2006-2014

Worked collaboratively with the ensemble to create original theatre programming. Managed and worked collaboratively within groups of artists/creators to complete a project under budget and on deadline.