



ROLAND YAMBAO

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rolandyambao.github.io/Portfolio/ 



INTRODUCTION

I am a Software Engineer, focused on mostly web development related programming, while also containing artistic capabilities needed for the modern marketplace; I integrate both functionality with beauty itself.



SKILLS

- HTML, CSS, JavaScript
- Command Line, GitHub, DOM
- MongoDB, React, Building API, Testing
- Node, Local Authentication, SQL
- Express, Sequelize, Restful Routing
- Python, Django, Flask



EXPERIENCE

General Assembly | Software Engineer Fellow

OCTOBER 2021 - JANUARY 2022

Oversight | <https://rolandyambao.github.io/Oversight/>

Using HTML, CSS, and JavaScript I made a simple game called Oversight, where the player guesses his way in finding the location of a target making minimal mistakes.

Subjugate | <https://subjugate.herokuapp.com/>

Utilizing a SQL Database and Authentication, I made a website showcasing a fictional strategy game's factions and units.

Muses Center | <http://muses-center.herokuapp.com/>

Using a Frontend (with React and Components) and Backend (custom MongoDB API), I created an online museum displaying art where artists can store their portfolios.



EDUCATION

Bachelor of the Arts: Art | University of California, Santa Cruz

SEPTEMBER 2015 – JUNE 2019

I have received a Bachelor's of the Arts in UCSC as an Art Student with a primary focus on 3D Modeling and the overall pipeline in making game art in the 3D medium. GPA: 3.47

Certificate of Completion: SEI | General Assembly

OCTOBER 2021 – JANUARY 2022

I have received a Certificate of Completion from the coding bootcamp called General Assembly. I succeeded in taking the Software Engineering Immersive (SEI) classes, excelling on the subject.



AWARDS

2019 - Arts Dean's Award: Creative Entrepreneurship Internship Program