




# ROLAND YAMBAO

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rolandyambao.github.io/Portfolio/ 



## INTRODUCTION

I am a Solutions Engineer with a capable understanding of software engineering that allows me to work with technologies and systems of the industry; I am analytical and a sharp thinker that can work well in a team.



## 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**