

Rolando JR Gaoat

rjgaoat@gmail.com • +1 (647) 290-2094 • Toronto, ON • www.jrlnd.dev • linkedin.com/in/jrlnd/

Relevant Professional Experience

Software Developer & Lead Designer @ [Flipd Inc.](#)

Jun 2015 – Jul 2017 • Toronto, ON

- Responsible for the oversight of the ongoing UI/UX enhancement of the product's corresponding web app dashboard for its 30+ academic clients (educators & institutions) to monitor cell phone usage during class.
- Promoted to Lead Designer by leveraging the application's original Android version to create the iOS UI and significantly improve UX within specified corporate time and budget constraints.
- Led and coordinated a team of four developers to ensure efficient design delegation and approval, and punctual deliverable management of detailed prototypes and design mock-ups.

Lead Web Developer @ [Byte Media Group](#)

Jul – Oct 2016 • Toronto, ON

- Architected full stack structure and deployment of various e-commerce websites through Shopify by utilizing knowledge of HTML (Liquid), CSS, Sass, JavaScript, and jQuery.
- Ensured cross-browser functionality and mobile responsiveness through multiple testing sessions in consultation with manager for approval.
- Collaborated in partnership with the lead designer to format, revise and implement product designs from Sketch.

Lead Student Graphic Designer @ [University of Toronto](#)

Jan 2014 – Apr 2015 • Toronto, ON

- Liaised with a team of three student designers to produce marketing materials (e.g. posters, email bulletins, brochures) in-line with university's marketing objectives for various events.
- Spearheaded the creation and implementation of new brand and design system standards for the Department of Student Life and International Student Centre including compliance to accessibility (AODA) guidelines.

Other Professional Experience

Computer Science Teacher \ [Various international schools](#)

Aug 2017 – Jul 2021 • Suzhou & Hangzhou, China

- Taught computer science courses using Python for fulfillment of both the Ontario and UK IGCSE & A-Level curriculum by creating detailed unit plans, lesson plans, and summative assessments.
- Integrated various educational technologies as well as web/mobile applications to enhance students' educational experience and encourage synergistic learning and problem-solving.
- Guided STEM co-curricular activities such as the FIRST® LEGO® League where students competed to build robots and program them using Scratch.

Skills

Programming Languages

JavaScript (ES6), TypeScript, HTML, CSS/Sass, Python, Swift, GraphQL

Libraries & Frameworks

React, Next.js, Node.js, Express, Redux, jQuery, Tailwind, Bootstrap

Tools & Platforms

Git, Firebase, Netlify, Vercel, Shopify, Stripe, Contentful, MongoDB

Design

Illustrator, Photoshop, Figma, Sketch

Education

University of Toronto

2017 • Toronto, ON

Bachelor of Science with Distinction, Computer Science (*Comprehensive Specialist*) and Mathematics (*Major*)

Ontario Institute for Studies in Education, University of Toronto

2017 • Toronto, ON

Bachelor of Education, Intermediate and Senior Divisions, Computer Studies and Mathematics

Projects

Oinkbooks

Web app built with Next.js, TypeScript, and Firebase for visualising and tracking personal expenses to meet financial goals.

Cryptomate

Web app built with React, Redux, and Tailwind for real-time cryptocurrency market price and news updates.

MadReply (in development)

Web app built with Next.js, Typescript, Firebase, and Stripe for healthy expression of repressed emotions by writing unsent letters.