

# Rolando JR Gaoat

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## 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.

### 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

- Spearheaded the creation and implementation of new brand and design system standards for the Department of Student Life.
- Examined marketing and promotional materials to ensure compliance with accessibility (AODA) guidelines as part of the university's commitment to a diverse and inclusive environment.
- 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.

## 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 to compose "unsent" letters for healthy expression of repressed emotions.

## 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