

# Rochale Anne Castro Yu

## Web Developer

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### CAREER OBJECTIVE

A creative and passionate web developer who has experience in web and web application development for 1 year. I seek to utilize my skills in developing websites and web applications that are user experience friendly.

### SKILLS

#### Primary

- HTML, CSS
- Javascript
- JQuery
- SASS
- Vue.js
- Gulp
- Json
- AJAX
- GitHub/Gitlab

#### Secondary

- XML, XSL
- Content Management Systems (CMS)
- PHP
- Python
- Ruby
- Photoshop
- Illustrator
- Microsoft Word
- Microsoft Excel
- Microsoft PowerPoint
- Shopify Liquid language
- Shopify Theme Kit
- IndexedDB (local javascript database)
- C# programming (Unity)
- C/C++ (Arduino)

### STRENGTHS

- Analytical
- Creative thinking
- Communication
- Motivation to excel
- Efficiency

## VALUES

- Perseverance
- Logical
- Determination
- Growth
- Autodidactic
- Simplicity

## EXPERIENCE

### **360&5, Singapore** - *Web Developer*

July 2018 - June 2019

- Prototyped and developed in code the UX side of websites
  - Assisted with UI development
- Created independent interactive web applications
- Updated shopify themes suitably to client's requests
- Styling and developing websites through both shopify and local files
- Debugged bugs that interrupted the UX of websites

### **Publicis Groupe, Singapore** - *Junior Designer*

September 2017 - November 2017

- Worked with the social media team for OCBC
- Basic image editing
- Assisted with curating images relative to OCBC's brand

## EDUCATION

### **Nanyang Polytechnic** - *Diploma in Interaction Design*

April 2015 - March 2018

A combination of design, user experience and programming. I focused mainly on the User Experience and Web Development.

### **Sembawang Secondary School**

January 2011 - December 2014

## CO-CURRICULAR ACTIVITIES

### **Girls' Brigade**

Rank: Sergeant

Role: Logistics coordinator, company guitarist

## **Nanayang Polytechnic Symphony Orchestra**

Rank: 2nd Violinist

Role: Sub-committee in Marketing

## **HOBBIES**

- Violin playing
- Video and mobile games
- Reading
- Studying
- Drawing and doodling

## **Past Works**

**2019 - 2020**

### **OCBC Personal Banking:**

#### **Personal Banking revamp - [Website](#)**

The revamp was carried out in five phases, and my involvement started in the 3rd phase. The 3rd phase involves testing components that are built. This phase required my team to check and Q&A each component for bugs before the next phase of the project. Bugs are documented and sent to the respective teams (frontend team for styling and interactive bugs, backend for any data related bugs).

In the 4th phase, we start populating the website with the respective information required for each page, using the components we have built. While Q&A was already done, we continued to debug and upgrade any existing components to give the clients flexibility in what they want to populate through the component. As I was in the frontend team, I was required to update the components styling when required. Updates are done in HTML, CSS and Javascript.

In the 5th phase, page population is complete and the entire website goes live. My team continues to work on the website after it goes live, in case of any content changes or any relevant component upgrades required by the clients.

#### **Personal Banking - [Website](#)**

After the Personal Banking website goes live, my team and I continue to work on the pages relevant to the website.

My tasks after the website has gone live with almost no problems, is to create new pages required and requested by the client, and updating pages/components contents.

Occasionally, while it is also the job of the backend team to update and upgrade the components, I would get delegated to upgrade/update components to our needs. Component upgrades are done in XSL and XML.

#### **Wanderwise (campaign) - [Website](#)**

While working on the revamp, occasionally I would be working on the Wanderwise pages, updating the contents and styling. Pages are done by HTML, CSS and Javascript. While the pages are done in HTML, the sections are made modulus and compiled by using Nunjucks and compiled into singular HTML pages.

### **2018 - 2019**

#### **2+1 Concepts - Harry Potter Interactive Game**

This interactive game involves the user needing to spend a minimum amount at Changi Airport before participating. In the game, the user is required to swipe on the screen and a special effect of lightning plays. The web app then displays a random prize on the tablet. This data is drawn from a local database using javascript and indexedDB. Data of collection of prize is also done in a similar fashion.

#### **PeauPeau - [Website](#)**

The website was first structurally created using PHP and SASS, and then later styled. After receiving confirmation on the website's finalised structure and design, the website is then integrated in Shopify's liquid language. However, due to client's request of changes, I had to make changes directly using Shopify's liquid and change the styling accordingly using SASS. The SASS changes require the use of grunt in order to update the website's styling to the most recent saved changes in code.

### **Asian Beauty X - [Website](#)**

As the website was already implemented into shopify, I had to make direct alterations to the structure through liquid. Styling was done by using SASS.

### **Earnest and Collective - [Website](#)**

My primary role in creating this website is creating the base structure of the website using PHP and SASS. The styling of the website is delegated to my colleague.

### **Pernod Ricard - Curious Chase Interactive Web App**

The web app was meant for a lucky draw event held by Martell. When the user spends a minimum amount, they can participate in this “Curious Chase” game. The user enters their details in the game, and tap into spinning a wheel. After the wheel spinning animation, the app returns either e-vouchers or bottles of Martell VSOP. The web app was built using PHP and styled using SASS.

### **Sennheiser**

My main role for this website is to alter changes according to client’s requests, implementing a product tracker using Javascript, and also create new subscription banners. As the website is already involving Shopify, it is required of me to make direct changes to the Shopify liquid codes. Changes also require me to make use of SASS and Grunt to style the pages and sections accordingly.

### **Sojao - [Website](#)**

I was required to make structural changes to certain pages by altering Shopify Liquid codes, and using Grunt and SASS to make styling changes. In the product page, I was required to create a carousel to display products for the mobile platform.

### **HushHome - [Website](#)**

Homepage - new landing page section created. The section was created using Shopify liquid, HTML, and Grunt and SASS.

Customised product pages - Mattress Protector Page and Towel Set Page. these pages were made by duplicating the default styled product page and sections were adjusted and styled accordingly using Shopify Liquid, and Grunt and SASS.

Reviews page - the page was created from scratch, and incorporating the reviews apps from Shopify.

### **Wanderlust + Co - [Website](#)**

Shopify has apps that assist with transactions, my role was to edit the scripts in Shopify Script app so that the website displays sales and discounts that are applicable to tagged products or products with a specific product ID. the language involved in the scripting is Ruby.

### **MBS - [Website](#)**

Alterations made to contents in the brands.