


# PAMELA YULI

Front-End Developer | Game Designer | Artist

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## EDUCATION

### TIM'S CODING COURSE

CODING BOOTCAMP

April 2020 – July 2020

- Participated in a three-month Front-End Development coding bootcamp with 12 other students.
- Languages included HTML, CSS, and JavaScript which were implemented into a final project website with the theme of Buffy the Vampire Slayer

### STANFORD UNIVERSITY

CODE IN PLACE

April 2020 – June 2020

- Completed a 5-week introductory online python programming course based on material from the first half of Stanford's introductory programming course, CS106A.
- Offered by Stanford during COVID-19 pandemic, with 10,000 global students and 900 volunteer teachers.

### NEW YORK UNIVERSITY

BACHELOR OF ARTS

August 2015 - May 2019

- Majored in Individualized Study with a focus in Storytelling Through Video Games.
- Thesis topic focused on the stories of less represented communities and the ways in which video games could implement these stories.
- Minored in Web Applications and Programming.
- GPA: 3.6

## EXPERIENCE

### LEAD STUDENT ASSISTANT

August 2016 –

May 2019

#### ADRSS NYU

- Developed team communications by providing useful research for meetings regarding incoming and outgoing resources.
- Improved quality processes for increased efficiency and effectiveness of the distribution of over 1,000,000 library materials as well as check-in and check-out processes.

### CONTENT DEVELOPMENT ASSISTANT

July 2018 –

December 2018

#### VR WORLD NYC

- Led Content Development team in the delivery of various 360 filming projects requiring close cooperation among members to share information and develop solutions to meet a broad array of deliverables.
- Edited company website by implementing promos for special events, updating new content, and styling site to look more appealing.
- Tested content such as games, films, and music videos in order to gauge user interest.

### DIGITAL PROGRAMMING ASSISTANT

September 2017 – April  
2018

#### NICKELODEON

- Coordinated with Digital Programming team in developing project plans and promotional elements for over 30 flagship programs, 100+ games, and 50+ movies.
- Programmed, published, and tested content across Web, Android, and IOS devices through the company's content management system.
- Conducted research to both improve structure of live events and voting mechanics as well as TVE within the company and its competitors which was presented to various teams within the department.

## SUMMARY

Enthusiastic Front-End Developer eager to contribute to team success through hard work, attention to detail, and excellent organizational skills. Clear understanding of Software Engineering, Web Development, Game Design, and training in various coding principles. Motivated to learn, grow, and excel within the media and technology sphere.

## SOFTWARE

HTML/CSS 

JAVASCRIPT 

PYTHON 

GSUITE 

MICROSOFT 

EXCEL

C# 

UNITY 

## SKILLS

- FRONT-END WEB DEVELOPMENT
- SOFTWARE DEVELOPMENT
- PROJECT MANAGEMENT
- WEBSITE FUNCTIONALITY
- TEAMWORK & COLLABORATION

## CERTIFICATIONS/ PORTFOLIO

Responsive Web Design

 <https://bit.ly/2Cf6ND8>