

Petula Pascall.

Experience

DEC 2020 - PRESENT

Purpose Project via Remote/Los Angeles, CA

PRODUCT DEVELOPMENT ENGINEER

Researched, coded, and optimized site for personalized education curriculum. Other roles: SEO(In one month, Troubleshoot low ranking and optimized to high ranking in Google search), set up Google Analytics, and Paywall integration.

AUG - DEC 2020

Snap, JDRF and Baby2Baby via Remote/Los Angeles, CA

SNAP LENS DESIGNER

Designed, coded, and deployed interactive mobile and desktop Augmented Reality filters for Snap and their clients (JDRF and Baby2Baby). These AR user experiences create awareness for clients' events and brands through engagement, shared experiences, and call to action.

JUL - AUG 2020

Snap via Remote/Los Angeles, CA

SNAP ENGINEERING ACADEMY SCHOLAR

Selected as one of fifteen scholars for the inaugural Snap Engineering Academy out of a competitive application pool of over 100 community college students in the LA region. Applied professional development and technical training to prepare for a career in technology. Developed projects such as a firebase web chat and NASA/Fireball API webapp, using Javascript, node.js, firebase.

JUL - AUG 2019

Verizon Media/Yahoo in Sunnyvale, CA

UX RESEARCH INTERN

Created an engaging and collaborative intranet experience for the Verizon Media Group UX Research and Consumer Insights team (Domestic and International).

- UX Design.
- UX Research.
- Front-End Development.

NOV - DEC 2018

Renee Piane Enterprises in Marina Del Rey, CA

SOCIAL MEDIA DESIGNER

Designed social media deliverables and produced engaging video projects for relationship guru Renee Piane.

- Motion Graphics.
- Social media marketing.
- Graphic Design.
- Videography.

CONTACT

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[linkedin.com/in/petulapascall](https://www.linkedin.com/in/petulapascall)
 Portfolio Links:
petulapascall.cargo.site
seepetulacode.github.io
[Snap Lens Creator](#)

EDUCATION

2020 - IN PROGRESS

Computer Science, A.A.

Santa Monica College

2018 - 2020

Interactive Design, B.S.

Santa Monica College

2008 - 2011

General Science, A.A.

Santa Monica College

GENERAL SKILLS

- UX Design & Research
- Illustration
- Motion Graphic
- Basic 3D Modeling
- Front-end Development

CODE & TOOLS

- HTML/CSS/JS/EJS
- Node.JS/Express
- Python
- Firebase
- LumApps system
- RESTful Routes, API

ORGANIZATIONS

- **Black Collegiate Club SMC**
(2018 - 2021) - Member
- **PyLadies (Python Group)**
(2019 - 2021) - Member
- **Bixel Exchange & LA Tech**
(2018 - 2021) - Member
- **ACM SIGCHI**
(2019-2021) - Student
- **AIGA**
(2020-2021) - Student