

PAOLA PETITTI

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As a recent graduate with a Bachelor's in Computation Arts, I am enthused about leveraging my talents in web and game development to make meaningful contributions in the industry. With a solid foundation in programming and a passion for creative problem-solving, I am eager to commence on my professional voyage and apply my knowledge to real-world initiatives.

HTML5 | CSS | JavaScript | Three.js | React | Unity | C# | Java | 3D Modeling | Figma | Adobe XD |
Photoshop | Adobe Illustrator | Media Encoder | Adobe Dreamweaver

Bell

Verdun, QC

Web Specialist – Software Developer

05.2023 – 09.2023

- Worked with a team of developers to develop and maintain Bell's intranet platform. This was done using the company's content management system, Dreamweaver, HTML, CSS, and JavaScript.
- Contributed to the team's efforts in projects, including the creation of mock-ups using Adobe XD for the redesign of the company website.
- Utilized project management tools such as Jira and Monday to ensure timely completion of project milestones and deadline adherence.
- Through regular team meetings and daily scrums, I helped facilitate effective communication and coordination among teammates. This interaction led to comprehensive project tracking, problem resolution, and timeline adjustments.

Web Integrator and Developer

07.2022 – 09.2022

- Managed and updated content on Bell's intranet and BCE.ca web pages using Bell's CMS, HTML, CSS, and JavaScript, ensuring information accuracy and relevance.
- Integrated diverse content elements such as articles, photos, and videos into web pages, enhancing user engagement and overall website functionality.
- Utilized Photoshop and Media Encoder to edit and optimize visual assets for web use, ensuring high-quality imagery and video content.
- Implemented grid layouts and maintained responsive design standards across all web platforms, ensuring organized presentation of content and seamless user experience across devices and screen sizes.

Concordia University – Montreal, QC

2023

Bachelor of Computation Arts

With a 3.53 GPA, I graduated with a commendable GPA but also gained proficiency in web development, graphic design, 3D modeling, animation, and game development.

Vanier College – Montreal, QC

2019

Computer Science DEC

Throughout my computer science studies, I acquired a solid foundation in web development and Java Object Oriented Programming, mastering the fundamentals and demonstrating proficiency in each area.

LANGUAGES

English

Fluent

French

Conversational

Italian

Conversational