Sari Pagurek van Mossel

Website: saripagurek.com   Email: sari.pvm@gmail.com   Phone: 613-413-3304   Github: https://github.com/saripagurek

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Skills
- HTML, CSS, Python, JavaScript, Github, Java, Bash
  - Experience with Python libraries: pytest, pydoc, tkinter, matplotlib, numpy, and JavaScript library: p5.js
- Figma and Adobe Suite (Illustrator, Photoshop, Lightroom, Premiere Pro, Animate, After Effects, InDesign)

Education
- Queen's University Bachelors of Computing Honours with Minor in Film and Media (Expected Graduation 04/25)
  - Achieved Faculty of Arts and Sciences Dean's Honours List (2021 - 2022)

Work Experience

UX Design Intern   May - December 2022
- Goodself Co.
  - Lead responsibility in creating and updating app UI design features in Figma to coincide with code and visual functionality
  - Tested code pull requests from Github using command line in terminal, Visual Studio Code, and Xcode Simulator
  - Strategized and created both static and motion graphic content for social media marketing endeavours using After Effects, Premiere Pro, Illustrator, and Canva

Web Developer   2022 - 2023
- Queen's Women in Computing (QWIC) at Queen's University
  - Created and implemented new features to the QWIC website using HTML and CSS
  - Updated previously existing pages to be mobile friendly

Co-Head of Portfolio Photography   2022 - 2023
- Vogue Charity Fashion Show (VCFS) at Queen's University
  - Lead, shot, and edited portrait photography shoots for VCFS cast and crew
  - Co-managing the photography crew and leading interns in projects

Creative Assistant   2022
- Aashima Verma Marketing Inc.
  - Edited assets, planned social media campaigns, and implemented design ideas in the Adobe Creative Suite, TikTok and Reels, and other editing softwares

Layout Designer   2022
- QUILT Undergraduate Literary Publication at Queen's University
  - Formulated and collaborated on magazine layouts, covers, and illustrations in Adobe Creative Suite, View latest publication here

Technician & Teacher's Assistant   2018 - 2021
- Ottawa School of Art
  - Taught children artistic techniques, planned daily activities, and organised art materials

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Projects

Personal Portfolio Website: Saripagurek.com   2017-2022
- Designed in Figma; created using HTML, CSS, and JavaScript
- Github repository: https://github.com/saripagurek/saripagurek.github.io
- Gained a working knowledge of HTML and CSS through multiple iterations of the website, as well as the ability to implement design ideas preplanned in Figma

'Artly' App Design: View Here   2022
- Design of an art sharing and selling app created and prototyped in Figma

Mario Platformer Video Game: View Here   2021
- Created using p5 library with brython (js-based python interpreter)
- Continued my understanding of Python by creating a 2D platformer game with a gravity simulation, collision detection between the character and the levels, recursion, and local storage to track the player's score

Generative 3D Shapes: View Here   2020
- Learned a working knowledge of the graphics library p5.js
- Created an OBJ exporter to enable 3D printing by collecting vertices of cubes