Jeanella Klarys Pascual

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Senior Front-end Engineer with 13+ years of experience. Specializes in design systems, accessibility (WCAG), technical writing, and testing. Continuously expanding technical range through graduate work in graphics and HCI research.

WORK EXPERIENCE

Senior Software Engineer December 2022 — present
Dataiku (Remote, Full-Time) *Paris, France*

- **Dataiku Stories:** *Web app for creating data-driven slide decks with dynamic charts.*
  - Developed a theming system where clients can define, customize, and import/export themes with schema validation.
  - Maintained 20 chart components and integrated datetime search filters with timezone handling.
  - Migrated the backend from **Node.js** to **Java**.
  - Drove UI/UX consistency through **Storybook**, in collaboration with the product team and QA engineers.
  - Increased unit and e2e test coverage and mentored teammates on testing, modular code, and thorough PR reviews.
  - Apprenticeship mentor on slide transitions and animations.
  - Stack: **TypeScript, React, Redux, Jest, NestJS, Java, Storybook, Playwright, Jenkins**
- **AI Governance:** *Portal centralizing AI/ML projects and ensuring compliance to regulations, such as the EU AI Act.*
  - Developed a configurable dashboard builder for admins to define page layouts by AI Project type, configure filters and charts to visualize trends in the search results.
  - Developed a Kanban board to view AI projects' governance workflow status.
  - Stack: **TypeScript, Angular, Jasmine, Java, Selenium, Storybook**

Senior Front-end Developer October 2015 — June 2022
Perfect Memory *Clermont-Ferrand, France*
Web 3.0 Interface for organizing and annotating multimedia assets, used by major French broadcasting and telecom companies.

- **Core UI Library:** Developed and wrote unit tests in **Angular** and **Jasmine** for 60+ components, such as editable tables and searchable tree views. Led systems modeling, architecture, and code reviews in a team of 8 front-end developers.
- **Audio & Video Tag Visualization:** Architected and developed a timeline editor which handles 100+ tags in the browser. Supports zooming, panning, and lazy loading of tags during audio/video playback.
- **Platform Manager:** Developed the UI where system administrators can install, deploy, and configure plugins in their Perfect Memory environments.
- **Design Systems:** Implemented 2 design systems in **Storybook** from AdobeXD specifications.
- **Layout Theming & Templating API:** Implemented a module in **Angular** where clients can customize asset page themes, layouts, and widgets.

Team Lead, Front-end Developer December 2013 — June 2015
Migo Entertainment *Manila, Philippines*

- **Content Production System:** Led and engineered with a team of 9 developers, 1 designer, and 1 product owner to build our internal digital warehouse to manage our database of 100+ shows and movies.
- **Leadership:** Mentored junior developers on code conventions and professional growth. Interviewed 15+ candidates.

EDUCATION

M.S. Computer Science; GPA 3.8 August 2024 — Present
Georgia Institute of Technology, USA (Online)

- Courses: Software Analysis, Computer Graphics Programming, CG in the AI Era, GameAI, Video Game Design

M.A. Technical Communication & Localization; GPA 4.0 Class of 2023
University of Strasbourg, France

- Master's Thesis: Architecting Design Systems for Web Accessibility (grade: 18.5/20, A+)

B.S. Computer Science Class of 2013
University of the Philippines - Diliman

RESEARCH & PUBLICATIONS

- **Accessible Concept Mapping in Miro**, Georgia Tech TILES Lab (2026). Miro app that lets blind and low-vision users create and navigate concept maps.
- **The Road to a More Accessible Web: Bridging the Inequality Gap with AI**, Graduate Inequality Review (University of Oxford), Vol. II (2023).

PROJECTS

Vespertina Design System Personal design system. Designed from scratch in Figma. Developed in **React**, **Storybook**, and **Vite**. Published to NPM.