



Jessica Kirby

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 [Jessica Kirby](#)

 [FirebrickRed](#)

Technical Qualifications

HTML / CSS / JavaScript

React / React Native

Redux

Vue

Svelte / Vite

Node.js

Next.js / Nuxt.js

AWS

API Integration

Unit Testing

Integration Testing

Material UI

Git

Netlify / Netlify CMS

Phaser.js

Godot

Java

Passionate front-end developer and software engineer with a Bachelor of Science in web development and design. My enthusiasm for the gaming industry and interest in enhancing website capabilities drive my commitment to creating exceptional web solutions. I've excelled academically, mentored new team members at Yum Brands, and mastered React, Angular, and Vue. Seeking a mid or senior position to blend my love for gaming with web development.

Experience

Yum! Brands	Mid Software Engineer	June 2022 - April 2025
+ Developed and executed data-driven A/B tests to optimize website and app features for Pizza Hut, leading to a significant revenue increase of \$8 million within three months.		
+ Refactored and optimized the codebase of the Pizza Hut web application, resulting in significant improvements in code readability, maintainability, and overall system performance.		
+ Collaborated closely with cross-functional teams, including UX designers, to conduct user research and gather feedback for the Pizza Hut web application, resulting in data-driven design improvements that enhanced usability and customer satisfaction.		

14Four	Frontend Developer	March 2021 - May 2022
+ Developed interactive and visually appealing animated ad banners using Preact, resulting in increased user engagement and click-through rates for 14Four's clients.		
+ Developed visually stunning and user-friendly promotional websites for renowned brands such as Mt. Dew, Quaker, Pepsi, and other high-profile clients, ensuring seamless integration of design and functionality to drive user engagement and brand awareness.		

Education

Neumont College of Computer Science	September 2017 - September 2020
3.92 GPA	BS in Web Development and Design

Projects

Minecraft DnD Mod	Java Gradle PaperMC
+ Designed and implemented a custom Dungeons & Dragons-themed Minecraft server integrating core D&D mechanics such as health, armor class, initiative, and character sheets using a combination of Minecraft datapacks and a custom Paper plugin.	
+ Integrated D&D race and class mechanics into Minecraft via OOP principles in Java, providing extensibility for features like spells, inventory access, and racial traits.	

Dine at Nite	PhaserJS Godot
+ Developed Dine at Nite, an immersive and interactive game inspired by Diner Dash. Implemented click and drag functionality to seamlessly seat customers, take orders, serve meals, and more, creating a captivating gameplay experience while also playing around with other similar technologies.	

SubOptimalGaming	Svelte Netlify Netlify CMS
+ Developed and launched SubOptimalGaming, a professional website for a new League of Legends esports team. Utilized Svelte for efficient front-end development and Netlify CMS for easy content management. Currently working on integrating live match updates to provide real-time information to fans, with the goal of further improving user engagement and driving increased website traffic.	