

Tarika Birch

Creative Thinker. Design Enthusiast. Frontend Developer. User Experience Advocate.

tarikabirch@gmail.com | [LinkedIn](#) | [GitHub](#) | [Portfolio](#)

EDUCATION

University of the West Indies, Cave Hill Campus
Bachelor of Science in Computer Science with Management
GPA: 3.88

Expected Graduation: May 2025

WORK EXPERIENCE

[District 6 Technologies](#)

Software Engineer

September 2024 - Present

- **Client-Centered Requirements Gathering:** Engaged with clients to gather and analyze business requirements, translating them into clear, actionable design and frontend development solutions that aligned with project goals and user needs.
- **Prototyping and Wireframing:** Led the creation of interactive prototypes and wireframes using Figma, translating complex user flows into intuitive designs that provided a clear vision for stakeholders and streamlined communication with development teams.
- **Responsive Web Design:** Designed and developed responsive, mobile-first interfaces using modern frontend technologies, ensuring a consistent and optimized user experience across devices and platforms.

[Pellucid IT](#)

Software Developer

June 2024 - January 2025

- **Enhanced User Experience:** Designed and developed the [Pellucid Website](#) using Drupal, significantly improving the UI/UX, leading to better user engagement and streamlined navigation, which positively impacted the company's online presence and client interactions.
- **Optimized Deployment Process:** Built a custom deployment module for the Drupal-based Pellucid Website, automating configuration management and streamlining deployments to enhance workflow efficiency and assist CI/CD integration.
- **Designed User-Centered Interfaces:** Led the design and contributed to the development of Reach Out Editions 3.0 using Flutter for Android, delivering a user-centered interface with intuitive navigation and a seamless mobile experience.
- **Mentorship and Code Quality Improvement:** Supervised and mentored a Software Development Intern, providing hands-on guidance, conducting thorough code reviews, and ensuring adherence to best practices, resulting in higher code quality and the professional growth of the intern.

Software Development Intern

January 2024 - June 2024

- **Improved Operational Efficiency:** Designed and implemented a modern and intuitive user interface for the [CPAG Biodiversity Dashboard](#), optimizing it for Protected Areas management, which enhanced the usability of the dashboard and improved the efficiency of critical conservation operations.
- **Streamlined Development Process:** Assisted in merging the CPAG Biodiversity and Conservation Dashboard codebases, reducing redundancies and accelerating future development, improving collaboration and code maintainability across the platforms.
- **Integrated API Data:** Leveraged React Query to seamlessly integrate additional API data into the Biodiversity Dashboard, enabling real-time access to critical environmental insights and enhancing the dashboard's overall functionality.

[National Center for State Courts](#)

Judiciary Software Engineer

July 2023 - August 2023

- **Tailored User-Centered Design:** Enhanced the UI design for the Barbados Court Management System, customizing interface elements to meet user needs, resulting in a more intuitive and user-friendly experience for court personnel and stakeholders.
- **Collaborative Design Solutions:** Collaborated with the Senior Judiciary Software Engineer to provide design-related solutions and improvements, ensuring that the system's interface aligned with both technical requirements and the operational needs of the court.
- **Continuous Stakeholder Engagement:** Engaged in regular feedback sessions with developers and stakeholders, ensuring that design iterations were aligned with user expectations, while conducting thorough research to resolve technical issues and improve overall system functionality.

SKILLS & INTERESTS

- Programming Languages - JavaScript (Preferred), TypeScript, HTML, CSS, SQL, Python
- Frameworks/Tools - React (Preferred), React Native, Flutter, Angular, NodeJS, Tailwind, Bootstrap, Drupal, Expo, Firebase, Git
- Design Tools - Figma, Canva, Adobe Illustrator, Photoshop, Lightroom, Procreate, DaVinci Resolve
- Design Skills - UI/UX, Responsive Design, Wireframing & Prototyping, Proof of Concept, Mockups, User-Centered Design, Branding/Brand Strategy
- Soft Skills - Critical Thinking, Problem-Solving, Logic & Reasoning, Organization, Time Management, Attention to Detail

PROJECTS

JobWize

Personal Project

React Native | Expo | Firebase

- Designed and developed a cross-platform mobile app for Android and iOS, enabling users to efficiently track job application processes.
- Designed wireframes and [prototypes](#) to visualize and refine the user interface, ensuring an intuitive and user-friendly experience.
- Configured user authentication, database management, and data storage using Firebase.
- Maintained a comprehensive [development log](#), documenting the development process and highlighting key lessons learned.

Impossible Tic Tac Toe

Personal Project

React | Tailwind

- Designed and developed a [Tic Tac Toe](#) game using the **Minimax Algorithm** to create an unbeatable AI opponent, enhancing the challenge of the game.
- Incorporated a game history feature that tracks all moves made during the game, enabling the user to revisit and resume the game from a previous state.

NarcoTech Physio Reminder

School Project

Project Manager | Public Relations Officer

- Monitored project timelines and milestones, ensuring adherence to deadlines and proactive resolution of deviations or delays.
- Received recognition as the [top-performing project](#) of 2023/24 Semester I within the COMP2225 Software Engineering course.

AWARDS & ACHIEVEMENTS

- Faculty of Science and Technology Student Award - FST, UWI October 2022, October 2023
- Incentive Award for Excellence In Visual Arts - National Independence Festival of Creative Arts November 2019

LEADERSHIP

- Vice President - Computer Science Society, Faculty of Science and Technology, UWI January 2025 - Present
- Secretary - Computer Science Society, Faculty of Science and Technology, UWI September 2023 - January 2025