

Tarika Birch

Creative Thinker. Design Enthusiast. Software Engineer.

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

EDUCATION

University of the West Indies, Cave Hill Campus

Bachelor of Science in Computer Science with Management

GPA: 3.89

September 2021 - May 2025

WORK EXPERIENCE

[Supreme Court of Barbados](#) - Remote, Barbados

Judiciary Software Engineer

September 2025 - Present

- Enhanced Payment Processing:** Debugged and resolved issues within the payment system for maintenance order calculations, ensuring accurate and reliable transaction outcomes.
- Improved User Experience:** Refined and optimized the Court Management System’s user interface, resulting in a more intuitive and streamlined workflow for judiciary staff.
- Expanded API Functionality:** Developed and integrated new API endpoints to return additional case details, improving data accessibility for end users.

[FlouretiQ](#) - Bristol, UK

Machine Learning Fellow

July 2025 - August 2025

- Conducted Exploratory Data Analysis:** Performed in-depth analyses and presented findings to identify new features for bacterial identification.
- Explored & Fine-Tuned Models:** Designed, trained, and evaluated machine learning models for the detection and classification of bacterial species.
- Improved Data Handling:** Recommended enhancements to data handling and documentation practices, streamlining workflows and reducing bottlenecks.

[District 6 Technologies](#) - Remote, Barbados

Software Engineer

September 2024 - May 2025

- Prototyping & Wireframing:** Developed interactive prototypes with Figma to visualize design concepts and validate usability.
- Responsive Web Design:** Crafted intuitive, mobile-first interfaces, delivering consistent user experiences across platforms.
- Requirements Gathering:** Engaged with clients to gather business requirements and translate them into intuitive frontend solutions.

[Pellucid IT](#) - Remote, Barbados

Software Developer

June 2024 - January 2025

- Enhanced UI/UX:** Designed and developed the [Pellucid Website](#) using Drupal, boosting user engagement and online presence.
- Established CI/CD Pipelines:** Built a custom deployment module for the Pellucid Website, automating configuration management.
- Professional Mentorship:** Mentored a Software Development Intern, ensuring adherence to best practices and contributing to their professional growth.

Software Development Intern

January 2024 - June 2024

- Improved Operational Efficiency:** Designed and developed a modern and intuitive user interface for the CPAG Biodiversity Dashboard using React, streamlining Protected Areas management and optimizing user workflows.
- Streamlined Development Process:** Assisted in merging the CPAG Biodiversity and Conservation Dashboard codebases, reducing redundancies and improving maintainability.
- Ensured Code Quality and Consistency:** Actively participated in code reviews to ensure adherence to high-quality standards and maintain consistency across all CPAG platforms.

[National Center for State Courts](#) - Remote, Barbados

Judiciary Software Engineer

July 2023 - August 2023

- Collaborative Design Solutions:** Collaborated with the Senior Judiciary Software Engineer to improve the UI of the Barbados Court Management System, resulting in a more intuitive and user-friendly experience.
- Continuous Stakeholder Engagement:** Engaged in regular feedback sessions with developers and stakeholders, ensuring that project outcomes were aligned with user expectations.

SKILLS & INTERESTS

- Programming Languages** - JavaScript, TypeScript, HTML, CSS, SQL, Python
- Frameworks/Tools** - React, React Native, Flutter, Angular, NodeJS, Tailwind, Bootstrap, Drupal, Expo, Firebase, Git
- Design Tools** - Figma, Canva, Adobe Illustrator, Photoshop, Lightroom, Procreate
- Design Skills** - UI/UX, Responsive Design, Wireframing & Prototyping, User-Centered Design
- Soft Skills** - Critical Thinking, Problem-Solving, Organization, Time Management, Attention to Detail
- Passions** - Visual Arts, Graphic Design, UI/UX Design

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PROJECTS

Tessera Web

Professional Project

Figma | Canva

September 2025 - October 2025

- Developed interactive, high-fidelity prototypes for the Tessera Studios company website using Figma to visualize user flows.
- Designed custom visual assets using Canva to enhance visual appeal across digital platforms.

Re-Source

Personal Project

Flutter | Firebase | Figma

July 2025 - Present

- Designed and developed a cross-platform mobile application, enabling users to efficiently organize and retrieve useful links.
- Integrated Firebase services for scalable backend data management, real-time synchronization, and secure user authentication.

Eye Disease Classifier

Personal Project

Python | Streamlit

June 2025

- Developed an Eye Disease Classifier using machine learning, achieving 90% test accuracy in detection and classification.
- Engineered an interactive web-based user interface with Streamlit for real-time image upload and instant classification results.

SnakeAI - Battle of the Algorithms

Personal Project

Python

May 2025 - June 2025

- Leveraged Pygame to create the competition platform, exposing key endpoints for easy AI integration by participating developers.
- Designed and implemented the competition repository on GitHub featuring the competition brief, submission guidelines and comprehensive documentation.

AWARDS & ACHIEVEMENTS

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| 2025 Winner of the Windrush I Accelerator Program - Microsoft UK and UWI | June 2025 |
| 3rd Place - Barbados AI Fraud Detection Hackathon - Zindi | May 2025 |
| Faculty of Science and Technology Student Award - FST, UWI | October 2022, 2023 |
| Incentive Award for Excellence In Visual Arts - National Independence Festival of Creative Arts | November 2019 |

LEADERSHIP

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

CERTIFICATES

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| <div>Coursera</div> <ul style="list-style-type: none">UX Design FundamentalsVisual Elements of User Interface DesignAngularJS for Beginners: Getting StartedJavaScript BasicsTypescriptAPIs in Node.js: Write a RESTful API Backend ApplicationFrontend Development using Angular | <div>Info-Tech Academy</div> <ul style="list-style-type: none">Requirements GatheringVendor ManagementKnowledge ManagementOrganizational Change Management <div>Udemy</div> <ul style="list-style-type: none">The Nest JS Bootcamp - Complete Developer Guide |
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