

Audrey Serene Barnes

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Full-stack software engineer with 4 years of experience combining design and development to produce user-friendly, accessible software

Experience

Designer & Developer, Freelance — October 2024-Present

- Designed and implemented mockups and animations for client websites
- Created and customized client sites using Wordpress and Webflow
- Worked with clients on IT-related tasks including Salesforce development, Google Workspace setup, and troubleshooting

Software Developer, SMBHD — June 2024-October 2024

- Improved user experience and accessibility of existing Salesforce solutions
- Provided technical assistance and troubleshooting to clients

Front-End Software Engineer, UtilityAPI — October 2021-December 2023

- Used JavaScript, TypeScript, React, HTML, CSS
- Designed the frontend architecture for multiple products, including a city-wide utility data sharing platform used by 5000+ building owners in Fort Collins, CO
- Worked with backend engineers and designers to implement new features and monitor existing features for accessibility & UX improvement opportunities
- Introduced frontend testing tools to improve reliability of existing products

Motion Graphics & UX Designer, Freelance — May 2020-October 2021

- Designed and produced motion graphics for Lionsgate film trailers, reached audiences of over 5 million combined views
- Developed lightweight SVG-based animations for International Center for Journalism and Popmenu, reducing load times by up to 20% compared to traditional video assets

Education

Kansas City Art Institute, Bachelor of Fine Arts, Animation — 2017-2021

Technical Skills

Languages & Frameworks — TypeScript, JavaScript, HTML/CSS, Python, C#, C++, Swift, SQL, React, Vue, Django, Tailwind, Node, Express, .NET

Testing & Tools — Git, Github, PostgreSQL, AWS, Rest APIs, CI/CD, Jest, Playwright, Cypress, Agile

Design — Figma, Adobe After Effects, Adobe Illustrator, Lottie, Rive, Unreal 5 Game Engine, Godot