# Audrey Serene Barnes

*Full-Stack Software Developer with a Background in Design & Animation*

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audse.github.io

## Experience

**Motion Graphics Artist, Freelance** *Oct 2024-Present*
- Designed animations for websites, apps, film trailers, ads, and entertainment
- Key clients included Lionsgate Entertainment, International Center for Journalism, Spero Foods, and Popmenu

**Developer, SMBHD** *Jun 2024–Oct 2024*
- Improved user experience of existing Salesforce solutions
- Provided technical assistance and troubleshooting to clients

**Front-End Software Engineer, UtilityAPI** *Oct 2021–Dec 2023*
- Designed the frontend architecture for multiple products, including a city-wide utility data sharing platform used by thousands of 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 Artist, Freelance** *May 2020-Oct 2021*
- See above for details

## Relevant Skills

**Languages** — Typescript, JavaScript, Python, C++, Swift, Rust, HTML/CSS

**Frameworks** — Django & DRF, Vue, React & React Native, Tailwind, Jest, Playwright, Node, Express

**Tools & Design** — Git/GitHub, PostgreSQL, MongoDB, REST APIs, Adobe After Effects/Illustrator/XD, Figma, Lottie/Rive

## Selected Projects

**Chroma** — Unique design app with extensive features including layers, effects, non-destructive editing, SVG & PNG export *(https://github.com/audse/chroma)*

**Pegboard** — Kanban project management app with real time collaboration, beautiful automated color themes, and recursive organization *(https://github.com/audse/pegboard-app)*

## Education

**Kansas City Art Institute, Bachelor of Fine Arts**, majored in Animation, *2017–2021*