

I'm Karen, a creative UX Designer/UI Developer maintaining user-centric designs with complex systems and software. New to the technology field, I have great problem-solving skill, leadership, and empathy for users.

Education

2021-07 – 2023-04	Bachelor of Science: Game Programming and Development <i>Southern New Hampshire University - Hooksett, NH</i>
2020-07- 2021-01	Certification: User Experience Design <i>Kenzie Academy/ SNHU, academic certificate 12-month program - (remote)</i>
2021-01 – 2021-07	Certification: User Experience Engineering <i>Kenzie Academy/ SNHU, academic certificate 12-month program - (remote)</i>

UX Designer / UI Academic Experience

UI/UX Developer – *LORE* 04-2021 – 07-2021 Project Manager, UI Development, and Designer

- Led team of 5 to develop a mobile app for D&D enthusiasts to better maintain playability.
- Developed with React while also utilizing vanilla JavaScript for carousals and sign-ups.
- Improved and expanded project platforms using JavaScript to develop rich User Interfaces.
- Analyzed existing interfaces to detect user pain points, recommending design changes and iterative updates to team members.
- Collaborated with teammates to deliver valuable features meeting business and customer needs.
- Developed Application UIs via emerging Front-end Technologies such as React, JavaScript, and CSS

UX Designer – *Infin8* 06-2020 – 12-2021 Project Manager, Designer, Researcher, and interviewer

- Created mobile app that helps non-profit organizations utilize community to organize dealings.
- Utilized interview techniques to understand what the users would like in an app.
- Monitored emerging UX design trends and practices for useful techniques and cutting-edge

Karen Byrd

Contact

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Portfolio
www.karenbyrd.net

GitHub
<https://github.com/klbyrd88>

LinkedIn
www.linkedin.com/in/karen-byrd-2011

Skills

- HTML/CSS/JavaScript
- Python
- Java
- C#
- C++
- Adobe CC Suites
- User Interface (UI) design
- Web application development
- Team building
- Leadership
- Organization and Time management
- Analytical skills

developments suitable for integration into future projects.

- Performed testing to understand how the users interacted with the UI design

UX Designer - Haystack! 10-2021 – 01-2021

Project Manager and Designer.

- Created sign-in page, universal loading screens, and tutorial.
- Spearheaded team of 6 peers developing scavenger hunt mobile game in 4 weeks.
- Designed elevated with brand-right, creative design to achieve marketing and merchant objectives.
- Utilized AR so the camera could be dimmed while saving battery life.
- Demonstrated respect, friendliness, and willingness to help wherever needed to make sure the team was on track and communicated.
- Learned Trello and applied to daily tasks, improving efficiency and productivity.

Work Experience

Chili's Bar and Grill 2002 – 2012, 2015 - 2018

General Manager

Dallas, Irving, Cedar Park, Round Rock, Frisco, San Antonio.

- Partnered quarterly with GMs in my region to make sure they were prepared for demands.
- Established and administered annual budget with controls to prevent overages, minimize burn rate and support sustainability objectives.
- Organized budgets oversaw P&Ls and achieved margin targets consistently to stay on track with growth plans.
- Designed modern employee recognition program which boosted productivity and improved morale.
- Maximized efficiency by coaching and mentoring personnel on management principles, industry practices, company procedures and technology systems.

Longhorn Steakhouse 2012 - 2015

Assistant GM and Culinary Manager

Round Rock, Georgetown, Sunset Valley, Cedar Park.

- Created division charts for organization and cleanliness.
- Increased kitchen moral by area competitions each quarter.
- Motivated team of 30 employees to maintain high standards of food preparation and efficiency for 8 hours per shift.