

Karen Byrd - Full-Stack Web Developer | UI/UX Designer

Pleasanton, TX

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Education

Master of Science - Cybersecurity

Southern New Hampshire University - Global Campus

09/2023 - Present (In Progress)

Bachelor of Science - Game Programming and Development

Southern New Hampshire University - Global Campus

07/2021 - 04/2023

UX Engineering Certificate

Kenzie Academy / SNHU (Remote)

01/2021 - 07/2021

Technical Skills

Languages & Frameworks: JavaScript, TypeScript, HTML5, CSS3, React, Node.js, Express, Vite, Tailwind CSS, Three.js, Firebase, Axios, CORS

Tools & Platforms: Firebase Firestore & Auth, Render, Stripe API, Google Maps JavaScript API, Font Awesome, Git, Trello

Design & Productivity: Adobe Creative Suite, Microsoft 365, Styled Components, Figma

Soft Skills: Team Leadership, Agile Development, Communication, Analytical Thinking, UI/UX Design, Project Management, Time Management

Technical Experience

Full-Stack Engineer & Designer - Forever Home (2024)

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- Developed a mobile-first React/Vite app for pet adoptions using Styled Components and Firebase.
- Integrated PetFinder API with geolocation-based queries and secure user inquiries to shelters.
- Built backend in Express, deployed on Render, leveraging Axios for API interactions.
- Implemented secure authentication and real-time database sync.

Designer & Full-Stack Engineer - Born to Ride (501c3 Nonprofit), Pleasanton, TX (2023)

- Built responsive donation and events platform using HTML, CSS, and vanilla JavaScript.
- Integrated Three.js animations, Stripe Checkout for donations, and Firebase Firestore for data storage.
- Added Firebase Auth, Google Maps API, and admin tools to manage submissions.
- End-to-end deployment via Render with full mobile responsiveness and accessibility features.

Academic Projects

UI/UX Developer - LORE Mobile App (04/2021 - 07/2021)

- Led UI team of 5 to build a D&D companion app using React and vanilla JS.
- Designed interactive carousels, registration flows, and a responsive interface.
- Conducted usability testing to identify UX pain points and implemented solutions.

UX Designer & PM - Haystack! AR Scavenger Hunt Game (10/2021 - 01/2021)

- Managed team of 6 in building a gamified scavenger hunt experience using AR.
- Designed sign-in flows, loading animations, and energy-saving features.
- Utilized Trello for agile task management and iterative sprints.

Work Experience

Chili's Bar and Grill - General Manager

Multiple TX Locations | 2002 - 2012, 2015 - 2018

- Managed multi-location operations across Texas with consistent profit growth.
- Oversaw team development, budget administration, and operational planning.
- Built a modern recognition program that increased employee engagement and reduced turnover.
- Partnered with regional leaders to maintain service standards during high-demand periods.

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Highlights

- Full-stack developer with strong design instincts and enterprise-level leadership experience.
- Proven ability to deliver user-centric solutions with a balance of code quality and creative UX.
- Actively pursuing a master's degree in Cybersecurity to integrate security-first development.