




# Samantha J. Brown *Fullstack Developer*

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## SKILLS

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Git | Docker | Fullstack Development | Java | Wireframing | JavaScript | MongoDB | React | SQL |  
Springboot | REST API | UX Design | Python | C | C++ | Functional Programming | OpenCV

## PROFESSIONAL EXPERIENCE

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**Software Developer Intern**, *Sicura | Baltimore, MD* Jun 2025 – Present

Design and implement front-end features in Angular for the Sicura Console, improving usability of compliance automation tools for CIS Benchmarks, DISA STIGs, and NIST controls. Collaborate with developers and engineers to modernize/improve UI components, integrating with backend APIs

**User Experience Designer**, *Pioneer | San Diego, CA* Mar 2023 – Oct 2023

Collaborated with software developers and marketers to optimize the app's user experience. Led UX design efforts, creating application prototypes and developing interactive webpages. Additionally, contributed to branding and investor presentations.

**Design Intern**, *Beardsley AE | Auburn, NY* May 2025 – Jul 2025

Created interactive web applications and social media content. Designed graphics, edited videos, and supported digital marketing to enhance Beardsley's online presence.

**Campus Organizations**, *Human Comp. Interaction President Computer Science Assoc. Vice President, Vega Honor Society PR* Nov 2022 – present

Organized workshops and events focused on UX/UI design, Computer Science and graphic design skills. Creator and lead Graphic Designer of SUNY Oswegos annual Hackathon: LakerHacks

**Admissions Rep.**, *State University of New York at Oswego* Feb 2023 – present | Oswego, NY

Strengthened communication and public speaking skills by leading tours and presenting at events; handled office tasks including scheduling, data entry, and phone support.

## EDUCATION

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**State University of New York at Oswego**, *3.80 GPA* Aug 2022 – May 2025 | Oswego, NY  
*Bachelors in Computer Science and Interaction Design*

Gained hands-on experience in UX/UI design, front-end development, and human-computer interaction, developing skills in wireframing, prototyping, and coding. Worked on team projects to design user interfaces and implement functional applications while maintaining a high GPA.

**Mohawk Valley CC**, *4.0 GPA* Sep 2018 – Jun 2022 | Utica, NY  
*General Studies*

Earned the equivalent of an Associates Degree through High School Dual Credit and Summer classes, including digital design based courses.

## PROJECTS

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**Airwaves**, *Track Winner, Bitcamp 2025*

Browser-based rhythm game using real-time hand tracking through users web cam with OpenCV and TensorFlow.js. Built with React and Three.js to for a 3D experience playable directly in the browser. Supports custom song map uploads.

**Family Tree Web Application** Aug 2024 – present

Developed a Family Tree web application that enables users to build and manage extensive family trees with features like adding family members, defining relationships, attaching documentation. Designed a visualization tool for navigating trees, incorporating real-time updates. Implemented online collaboration features| Technology: Java, Javascript, Springboot, Bootstrap, React, Docker

## REFERENCES

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**Kendall Moore**, *CFO*, Sicura  
kendall@sicura.us

**Daniel Schlegel**, *Computer Science and HCI Professor, Author*, SUNY Oswego  
daniel.schlegel@oswego.edu

**Nicholas Casale**, *Professor of Art and Design*, SUNY Oswego  
nicholas.casale@oswego.edu