

# Brittney Oeur

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## SKILLS & TOOLS

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**Languages:** C++, Python, HTML, CSS, JavaScript, TypeScript, R, SQL

**Frameworks & Libraries:** React, Tailwind, Next.js, Node.js, Express.js, OpenCV

**Tools:** Git, Figma, AWS, MongoDB, Docker

## EDUCATION

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**Bachelor of Arts in Applied Computing**

March 2022 – June 2024

University of Washington Bothell

- **Minor:** Informatics
- **Related Coursework:** Object-Oriented Programming, Data Structure, and Algorithms, and Software Engineering

## WORK EXPERIENCE

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**Digital Illustrator & Graphic Designer** | Freelance

June 2015 – June 2022

- Utilized Photoshop to draw portraits and designed graphic clothing for a local badminton team
- Completed numerous commissioned projects through various online art platforms
- Communicated with clients to gather design specifications, provide progress updates, and ensure customer satisfaction

## PROJECTS

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**Mood Book** | JavaScript, Next.js, Node.js, Tailwind, MongoDB, and AWS Cognito

- Developed a **full-stack** mood tracker web application with a **MongoDB** database and a **Next.js** frontend
- Designed for ease of use, allowing users to log and track their moods effortlessly over time
- Implemented **AWS Cognito** for secure authentication and user management
- Features includes creating and storing mood entries, real-time calendar integration, and a profile section

**Lippie Finder** | React Web Development

- Designed and developed a lip product finder website utilizing **React**, **Vite**, and **Node.js**
- Integrated the Makeup **API** to retrieve and display lip products in an interactive grid layout
- Developed a search feature for finding product brands and enabled clickable items for detailed product views

**Personal Website** | Next.js, React, and TypeScript

- Designed and developed a personal portfolio using **Next.js**, **React**, **TypeScript**, and **Aceternity UI**
- Showcased details including an about, contact, resume, and list of projects

**Web-Based Side-Scrolling Game** | JavaScript Video Game

- Developed in HTML, CSS, and JavaScript
- Users move the player with the arrow keys to dodge enemies and accumulate points
- Implemented object-oriented programming concepts for better code organization and reusability

**WithCare: Health Tracking Mobile Application (Prototype)** | UX Design & Project Management

- Developed **high-fidelity prototype** featuring three components: medication management, mental wellbeing, and symptom tracking
- Conducted interviews and **usability testing** with informal caregivers to inform design decisions and ensure user-centric features
- Focused on comprehensive project management encompassing **UX design**, user research, and iterative development to create an intuitive mobile application
- Delivered low-fidelity **wireframes** and prototypes for iterative feedback and improvement