

Samuel Aguilar

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EDUCATION

Brown University, A.B Cognitive Science - 3.45/4.0 GPA

Providence, RI | May 2019

Relevant Coursework: User Interfaces, Design Anthropology, Entrepreneurial Process, Human Factors

University City High School, 4.60/5.00 GPA (Salutatorian)

San Diego, CA | May 2015

WORK EXPERIENCE

Ubiquitous Computing Applications Inc., *Co-Founder/President*

San Diego, CA | January 2019 – Present

- Developed bespoke software for clients, including RIHub, a Rhode Island-based non-profit that provides resources for entrepreneurs across the Ocean State.
- Designed, developed, and deployed 2 in-house full-stack applications; eventSpase and webSpase.
- Developed front-end functionality using React Native. Shipped on both iOS and Android platforms. Launched beta in South Africa with over ~300+ users.

MJ Technologies Inc., *Chief Design Officer*

Chicago, IL | September 2023 – September 2025

- Lead Designer and Lead Front-end developer. Produced MVPs for client's, focusing on their needs and deadlines..
- Create detailed wireframes, mockups, and collaborate with back-end engineers to produce relevant API endpoints.
- Oversee design-to-development handoff, manage GitHub repositories, conduct code reviews, and ensure project alignment with client expectations.

Product Designer, *Self-Employed*

San Diego, CA | June 2019 – November 2023

- Worked with small clients (typically Startups in the Educational & Fin-Tech spaces).
- Helped them at the conceptual and design stages to bring their ideas to life.
- Deliverables included Color Schemes, Component Libraries, and Hi-Fidelity mockups of their product. Produced entirely in Figma with instructions and notes written in Notion.

Pangea.app, *Growth Marketing Intern*

Providence, RI | March 2022 – May 2022

- Helped acquire new users through LinkedIn. Recruitment posts reached over 50K+ impressions.
- Learned how to optimize posts on the platform for maximum reach. Developed a sales funnel to ease users into Pangea's job listings. Assisted with over 2000+ signups on Pangea.

LEADERSHIP EXPERIENCE

New Level Work, *Associate Project Manager*

Remote | March 2022 – May 2023

- Responsible for overseeing end-to-end localization workflows and managing project requirements across internal and external vendors. In total, oversaw the translation of over 500+ written and audio/visual materials from English to 6 target languages.
- Collaborated with NLW stakeholders to drive high-quality output from localization vendors and freelancers in 6 Languages (French, Spanish, Italian, German, Polish & Portuguese).

Nelson Center for Entrepreneurship, *2020 B-Lab Cohort Member*

Providence, RI | May 2020 – July 2020

- Brown University's Breakthrough Lab (B-Lab) is an intensive 8-week accelerator program designed to support student entrepreneurs developing high-impact ventures. Each participating venture receives access to custom mentoring, a peer cohort of dedicated founders, and co-working space. For ventures that require it, B-Lab will also provide access to lab facilities and relevant technical support.

EXTRACURRICULARS

Ivy Film Festival, *Programming Staff*

Providence, RI | October 2015 – May 2016

- The Ivy Film Festival is the world's largest student-run film festival hosted annually at Brown University. The Programming team curates student films for the official selection from hundreds of submissions from current and former student filmmakers across the country and worldwide.

SKILLS & INTERESTS

Technical Skills: Front-End Development, React / Javascript / React Native, User Interface Design, Design Research, Patience

Software: Figma, Notion, Jira, Cursor, OpenAI, Claude, XCode, App Store Connect, Google Play Console, Final Cut Pro

Language: Bilingual proficiency in English and Spanish, conversational proficiency in Portuguese

Interests: startups, product design, film