

Samantha O'Leary

 Website  LinkedIn  Github
Full-Stack Engineer · UX · Design Systems
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I am a full-stack engineer with 17 years of experience in SaaS and developer tools. My strength is working at the interface with the data layer. I design schemas, write resolvers, and build the components they support. I also create systems that other engineers rely on, like component libraries, token pipelines, and agent interfaces.

Outcomes

- Shipped Tester, QA Wolf's in-product AI agent.**
Built the interface and the page-context system that grounded it in live application state.
- Opened QA Wolf to public self-serve signup.**
Rearchitected the first-run experience so new users reach working tests without a sales conversation.
- Took QA Wolf's desktop-only platform to mobile, tablet, and PWA in one week.**
Assigned after 70% of new signups arrived on mobile. Solo, with full jurisdiction over the product and design path.
- Rebuilt Astronomer's cloud UI on my own initiative, then sold it to the founders.**
The platform was running on an interface carried over from an earlier product, never shaped for DAG governance. Built after hours, demoed live, approved unanimously, and production-ready three months later for the \$13.6M raise.
- Designed schema and built resolvers for Astronomer's production GraphQL API.**
Owned both sides of the contract, from data layer through interface.
- Founded two design systems from zero.**
Wolf UI at QA Wolf and Spectra UI at Astronomer. Accessibility and usage standards enforced through the component API contracts themselves, so correctness is structural rather than reviewed, with guidelines and governance documented in the library.
- Led teams of engineers.**
6 direct reports at Astronomer, 4 at QA Wolf.

Where I thrive

- Design Systems Architecture**
I use semantic token layers, follow accessibility standards, and manage components with care. My adoption strategy assures the system gets used in practice. I release systems as versioned npm packages so everyone can contribute. In Figma, I maintain a technical spec with variables, component properties, and auto-layout that matches the code.
- AI & Agent Interfaces**
I design interfaces for agents that feel like part of the product. This includes grounding models in live application state so they respond to the user's context, using natural-language controls so people can direct the product by describing what they want, and showing streaming states and progressive disclosure to make agent actions clear as they happen.
- Front-End Architecture at Scale**
I build component infrastructure designed to last beyond any given backend. The interface relies on data shape instead of transport, so the system adapts as the platform grows, not just during a redesign. Accessibility to WCAG and ARIA standards, keyboard-first navigation, cross-browser and responsive behavior, Lighthouse-measured performance, and motion are all built in as system defaults, not added per feature.
- Interaction Craft**
I bring desktop application features to the browser, such as context menus on data lists and keyboard shortcuts familiar from IDEs. I build these as shared components and use them wherever the pattern appears, so the product feels unified instead of pieced together.
- Engineering Leadership**
I focus on team building, mentorship, and cross-team alignment to keep design and engineering working toward the same goals.
- Full-Stack Engineering**
I ship features end-to-end, not just up to the API. This includes schema design, resolver work, building Node services, and managing data contracts between the product and its backend systems.

Experience

Staff Software Engineering Lead · UI/UX Lead

- QA Wolf · Full-time · Remote
Oct 2024 - Sep 2026
- I led UI/UX for QA Wolf's product, overseeing the design system, front-end architecture, and the team working on both. I partnered closely with design, product, and platform engineering teams.
- Notable Achievements**
- Rebuilt the product surface with the design team, migrating existing screens onto **Wolf UI** as the system was being built.
 - Set contribution and governance standards so the design system could evolve without becoming a central bottleneck.
 - Acted as the filter between customer feedback and the build queue, evaluating incoming requests against mid-term product direction before engineering committed to them.
 - Audited every key combination in the platform, then defined the contract for when a component earns a shortcut and re-engineered the inconsistencies so keyboard operation was uniform.
 - Drove adoption across design, product, and engineering: the alignment work that decides whether a design system survives its first year.

Software Engineer · UI/UX Lead

- Acryl Data/DataHub · Full-time · Remote
Jan 2024 - Oct 2024
- I joined to build the design system supporting DataHub's enterprise data activities. I worked with product leaders to create an architecture that kept pace with the roadmap.
- Notable Achievements**
- Built a component system for dense, data-heavy enterprise surfaces.
 - Kept UI primitives generic and extensible by decoupling component logic from product-specific data contracts.
 - Established usage standards that let product teams compose screens without reopening the system.

Astronomer · Full-Stack Engineer + UI/UX Lead

- Full-time · Hybrid (Cincinnati, OH)
May 2019 - Dec 2023
- I joined before Series A as an early engineer and stayed for four years as the company grew. During that time, I moved between hands-on engineering and management roles as the team expanded.
- Principal Software Engineer** · May 2023 - Dec 2023
- Returned to individual contribution, leading Open Source and Developer Experience initiatives.
 - Mentored two interns through the company's intern program.
- Software Engineering Manager** · Aug 2021 - May 2023
- Set front-end technical direction while staying hands-on with architecture.
 - Grew the team through mentorship, regular technical guidance, and performance development.
- Senior Software Engineer** · May 2019 - Aug 2021
- Built **Spectra UI** for Astronomer's cloud and enterprise platform, with component infrastructure designed around GraphQL-driven data patterns.
 - Worked both sides of the contract as near-sole front-end engineer, from schema and resolvers through to the interface they served.
 - Helped shape the company's early engineering culture and its diversity and inclusion efforts.

Senior Front-End Engineer · Full-Stack Engineer

- Planetary · Full-time · Remote
May 2016 - May 2019
- I was the lead developer for client projects using Node.js. I built Spacetime's timeline visualization and mobile experience, and developed the web-to-native UI for Univision. I also helped with team building and product QA.
- Projects**
- [Best Home Furnishings](#)
 - [Spacetime](#)
 - [Univision](#)
 - [Photoland](#)
 - [Blue Diamond Almond](#)
 - [Google Impact Challenge](#)
 - [Prudential Financial](#)

Lead Front-End Engineer

- RNDPXL · Full-time · On-Site (Cincinnati, OH)
Aug 2009 - May 2016
- I started as a junior web developer and became a lead front-end engineer over 7 years at an agency. I built PHP and WordPress platforms, including themes, plugins, and JS front-ends. I also managed deployment and worked directly with clients.

Open Source

- datahub-project/datahub**
Documentation propagation: the settings interface and the data models behind it. Merged 2024.
- astronomer/astronomer**
Seven merged pull requests across the Astro UI, RBAC configuration, deployment workflows, and Prometheus metrics for Celery workers. 2019 to 2020.
- astronomer/astro-blog**
Managed deploys through CircleCI, and preview builds for editorial review. Merged 2021.
- astronomer/astronomer-cosmos**
Interface and styling refinements. Merged 2023.

Technology

- Primary**
Languages
TypeScript, JavaScript, HTML, CSS, SQL, GraphQL
Design Systems
Radix UI, Base UI, React Aria, Zag.js, shadcn/ui, vanilla-extract, Tailwind, Style Dictionary, Figma
AI & Agents
Claude Agent SDK, MCP, OpenAI, Cursor
- Front-End**
React, Next.js, React Router, TanStack, React Motion, Astro, Storybook, Rollup, ESLint
Back-End & Data
Node.js, Express, Apollo, PostgreSQL, Redis, Elasticsearch, Prisma, Drizzle
Testing
Playwright, Vitest, React Testing Library, MSW, axe, Chromatic, Lighthouse
- Working knowledge**
Front-end & styling: Gatsby, React Native, Expo, Chakra UI, CSS Modules, Emotion, styled-components, Sass, Less, react-intl, i18next, Docusaurus, Zustand, Zod, MDX, Markdown, Handlebars, Jekyll, SVG. **Back-end, data & auth:** Fastify, Hasura, REST, OpenAPI, FastAPI, Kafka, Postman, Mintlify, MySQL, SQLite, MongoDB, Snowflake, Supabase, Firebase, PlanetScale, Algolia, Zero, Yjs, S3, R2, GCS, Durable Objects, Okta, Auth0, Clerk, WorkOS, Stytych, BetterAuth. **Infrastructure & CI/CD:** AWS, Google Cloud, Cloudflare Workers, Vercel, Netlify, Railway, DigitalOcean, Docker, Kubernetes, Amazon ECS, OpenShift, GitHub Actions, CircleCI, Jenkins, ArgoCD, TravisCI, Apache Airflow, Astronomer, ngrok, Bash/Shell, YAML, JSON. **Testing & quality:** QA Wolf, Cypress, Puppeteer, BrowserStack, Percy, Applitools, Jest, Istanbul, Codecov. **Observability & analytics:** Sentry, Datadog, Grafana, Prometheus, Splunk, Elastic, Rollbar, Crashlytics, PagerDuty, Snyk, Braintrust, PostHog, Mixpanel, Amplitude, Segment, Google Analytics, Metabase, Tableau, Fivetran/dbt, LaunchDarkly, Flagsmith, GrowthBook, Optimizely, DataHub, OpenLineage, Marquez. **Design & build tooling:** Sketch, Photoshop, Illustrator, Procreate, v0, SVGR, Lucide, Phosphor, Radix Colors, Figma API, Turborepo, Nx, Turbopack, esbuild, Rollup, Rolldown, webpack, Parcel, tsup, tsdown, Changelists, Capacitor, Electron, Shopify, WordPress, Laravel.

Education

FULL SAIL UNIVERSITY

Bachelor of Computer Science

Valedictorian · 4.0 GPA