

Shift-Left \neq Job Done

60% of 2025 breaches = supply chain flaws
(Veracode AppSec Stats 2025)

Reality: Securing "early" is baseline.
Securing always is the real flex.

```
import "../index.css";  
import { ReactComponent as ArrowIcon } from "../assets/icons/arrow.svg";  
import { ReactComponent as BoltIcon } from "../assets/icons/bolt.svg";  
import { ReactComponent as RightArrowIcon } from "../assets/icons/right-arrow.svg";  
  
import React, { useState, useEffect, useRef } from "react";  
import { CSSTransition } from "react-transition-group";
```

```
"eslintConfig":  
  "extends": [  
    "react-app",  
    "react-app"
```



Where Pipelines Break

- ◆ Secrets hardcoded in repos.
- ◆ Vulnerable open-source everywhere.
- ◆ Patches that lag sprint speed.

Case: One SaaS firm ignored a vulnerable OSS lib → \$1.2M burn.

(OWASP CI/CD Risks 2025)



Strategy 1

Let Code Security Run on Autopilot

- ◆ SAST/DAST every commit.
- ◆ Auto-block critical bugs before prod.

"Security isn't QA—it's your AI copilot."
(Forrester DevSecOps Wave 2025)



Strategy 2

Secrets \neq Sticky Notes

- ◆ Vault all creds, no exceptions.
- ◆ SBOM + dep scans per build.
- ◆ Auto-patch with fail gates.

82% of breaches = known, unpatched vulns.

(Sonatype OSS Report 2025)



Strategy 3

Dev + Sec = Besties Now

- ◆ Security champs inside sprint teams.
- ◆ Joint fix playbooks.

Firms syncing cadences cut critical flaws 50% in 2 quarters.

(Gartner DevSecOps Trends 2025)



Shipping Fast, Shipping Secure

Our CI/CD pipelines pushed updates weekly, but hidden vulnerabilities kept slipping through. After integrating Briskinfosec's continuous code checks and security sprints, critical flaws dropped by 50%. We now deliver releases faster and safer than ever.

- CISO, SaaS Enterprise

Trusted by leading brands



TOSHIBA





Secure DevOps = Speed + Trust

- ◆ Real-time defense.
- ◆ Dev-first security culture.
- ◆ Automated compliance.

Ready to check your pipeline's maturity? Let's talk.



BOOK A MEETING



sales@briskinfosec.com