SA

SEAN AMAJOR
FITWELL ATTENDANT

OBJECTIVE

To encourage productivity, accountability, and growth within the SRC Fitwell department

SKILLS

- WhenToWork
- Ice-breakers
- De-escalation
- Encouragement
- Incentive farming
- Problem Solving

EXPERIENCE

FITWELL-ATTENDANT • UNIVERSITY OF CALIFORNIA • 06/05/24 - PRESENT
- Responsible for watching over weight room floor, enforcing policies of the gym, group class check-ins, cleaning machines, and interacting with patrons

EDUCATION

COMPUTER-ENGINEERING • 2027 • UNIVERISTY OF CALIFORNIA RIVERSIDE
Concepts learned: C++, Python, GitHub, MATLAB, Latex, Assembly (LC3), DSA, calculus, diffential equations, and discrete mathematics

BUSINESS/DIGITAL MARKETING • 2023 • CENTER FOR ADVANCED RESEARCH AND TECHNOLOGY
Concepts learned: Canva, iMovie, public speaking, Excel, and cost management.

VOLUNTEER EXPERIENCE OR LEADERSHIP

CUTIE-HACK • 2024 • UNIVERISTY OF CALIFORNIA RIVERSIDE
Lead developer for the John Pork video game which was completed in 24 hours

BNGO • 2025 • BCOE CLUBS
-Taught k-12 students about engineering concepts in stations

DATING-RPG-GAME • 2025 • CS 100 PROJECT
-Organized all meetings with developers and created base classes