

# Sofia Aminifard

# Software Engineer & Game Developer

Location	Email	Website	Linkedin	Github
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## Education

**University of California: Santa Cruz - GPA: 3.7**

Sept 2023 - June 2027

## **Bachelor of Arts, Computer Science & Bachelor of Science, Computer Science: Game Design**

# Experience

**Uni Jam 2025 Winner** – gardenofstars

July 2025

- Constructed levels in **Tiled**, contributing to high rankings in theme and presentation.
  - **Designed** and created assets in a tight 48 hour limit.

## **Webmaster** – [Game Design and Art Collaboration](#)

May 2025 - Present

- **Designed** and managed the GDA website and digital platforms (Google Drive, GitHub, Discord).
  - Collaborated with 100+ students as a **Designer** to create a video game in 12 weeks in a mock studio setting.

Dreamlab Game Engine Beta Tester – contractor – [dreamlab.gg](http://dreamlab.gg)

April 2024 - May 2024

- Created a multiplayer online sandbox tabletop game while beta game engine.
  - Learned web-networking and professional beta testing standards.
  - Made assets in **Adobe Illustrator**, designed **UX/UI** and gameplay.
  - Participated in Discord's App Pitches, amassing a community around the game.

# Projects

## Portfolio Website

[github.com/aminisofia/PortfolioWebsite](https://github.com/aminisofia/PortfolioWebsite)

- Developed a website for people to play the video games I have created.
  - Created a system for making pixel art-themed websites.
  - Tools Used: **HTML, CSS, JavaScript**

## Web Games

[www.aminisofia.com](http://www.aminisofia.com)

- Developed multiple web games, both solo and in teams.
  - Learned how to make production-level assets for video games.
  - Tools Used: **JavaScript**, **C#**, **Unity**, **Phaser3**, **Aesprite**, UCSC-developed game engine

# Technologies

**Skills:** JavaScript, C++, C#, C, Python, HTML, CSS, RISC-V Assembly, Russian

**Technologies:** Unity, Blender, Adobe Illustrator, Aesprite, Procreate App, Figma, Google Tools