Sofia Aminifard
Software Engineer & Game Developer

Location	*Email*	*Website*	*Linkedin*	*Github*
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Education
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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
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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*   April 2024 - May 2024
- Created a multiplayer online sandbox tabletop game while in a 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
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Portfolio Website   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
- 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**, **Aseprite**, UCSC-developed game engine

Technologies
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Skills: JavaScript, C++, C#, C, Python, HTML, CSS, RISC-V Assembly, Russian
Technologies: Unity, Blender, Adobe Illustrator, Aseprite, Procreate App, Figma, Google Tools