

Sofia Aminifard

Software Engineer, Game Designer, Game Producer

Location	Email	Website	Linkedin	Github
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Education

University of California: Santa Cruz - GPA: 3.7 September 2023 - June 2027

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

Relevant Coursework:

- Data structures and algorithms
- Computer architecture

Technologies

Skills: C++, C#, Java, Python, C, JavaScript, HTML, CSS, integration testing, Russian

Technologies: Google Tools, GitHub, Microsoft Visual Studio, JetBrains IntelliJ IDEA, Unity, Unreal Engine, Trello, Blender, Adobe Illustrator, Aseprite, Procreate App, Figma

Experience

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.
- Organized development into small **sprints** and managed the team.
- Participated in Discord's App Pitches, amassing a community around the game.

Webmaster – [Game Design and Art Collaboration](#) May 2025 - Present

- Led game **production** using **Agile**, **Lean**, and **Scrum** methodologies, managing a mock studio of 200+ participants to drive collaboration and timely delivery.
- **Designed** and **managed** the GDA website and digital platforms (Google Drive, GitHub, Discord).
- Collaborated with 200+ students as a **Designer** to create a video game in a 12-week time limit.

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.
- Managed and facilitated team activities and retrospectives.

Projects

Portfolio Website github.com/aminisofia/PortfolioWebsite

- 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.
- Facilitated sprint planning and retrospectives for a cross-functional team using Scrum.
- Learned how to make production-level assets for video games.
- Tools Used: **JavaScript**, **C#**, **Unity**, Phaser3, **Aseprite**, UCSC-developed game engine