

Sofia Aminifard

Software Engineer & Game Developer

Location	Email	Website	Linkedin	Github
San Diego, CA	sofiaminifard@gmail.com	sofiaminifard.com	in/sofia-aminifard	aminisofia

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 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

- 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, 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