

# Sofia Aminifard

## Software Engineer & Game Developer

Location	Email	Website	Linkedin	Github
San Diego, CA	sofiaminifard@gmail.com	<a href="http://aminisofia.com">aminisofia.com</a>	<a href="https://in/sofia-aminifard">in/sofia-aminifard</a>	<a href="https://aminisofia">aminisofia</a>

## Education

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

Sept 2023 - June 2027

- Double Majoring:
  - Bachelor of Arts, **Computer Science**
  - Bachelor of Science, Computer Science: **Game Design**

**Torrey Pines** - GPA: 4.3

Aug 2021 - June 2023

## Experience

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

May 2024 - July 2024

- Created a multiplayer online sandbox tabletop game 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.

## Projects

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**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.
- Learned how to make efficient interactive web elements.
- 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.
- Learned how to build off of industry-standard development libraries.
- Tools Used: **JavaScript, C#, Unity, Phaser3, Aesprite**, 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, Aesprite, Procreate App