Sean Pletz

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Informatics student at Indiana University Bloomington studying web and app development.

EDUCATION

Indiana University, Bloomington, IN

August 2022 - May 2026

- Bachelor of Science in Informatics
- Minor in Computer Science
- Minor in Game Design

EXPERIENCE

Indiana University, Bloomington, IN — *Teaching Assistant*

January 2025 - PRESENT

- Lead a lab section for a class focusing on front- and back-end development of mobile apps using Swift and Xcode.
- Instruct students both in class and in office hours.
- Collaborate with professors and other teaching assistants to coordinate instruction.
- Sharpened leadership and organization skills

Atlas Bleachers, Chicago, IL — *Construction Worker*

May 2024 - PRESENT

- Build bleachers for a variety of clientele across the Midwest.
- Refined talents of prioritization, project management, and creative problem solving

PROJECTS

- **Fitness Tracker App**
  - Xcode application designed to track caloric intake and expenditure to guide user goals.
  - Features persistent data storage with codable, notifications through UserNotifications, and search capabilities with WebKit
- **Personal Website**
  - Personal showcase of past and current projects
  - Made with HTML, CSS, and PHP

TECHNICAL SKILLS

Languages - Java, Python, C++, Swift, HTML, CSS, PHP, JavaScript

Applications - Xcode, Unity, Construct, IntelliJ, Visual Studio, GitHub, Figma

Platforms - Windows, iOS

COURSEWORK

Mobile app development - iOS

Web design - HTML, CSS

Game programming - Unity, Python, JavaScript

Data structures - Java

Information representation - PHP

HCI/d – Figma

INTERESTS

Game design

Urban planning

Architecture

NBA analytics