Sean Pletz

Informatics student at Indiana University Bloomington studying interaction design and data representation in media.

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EDUCATION

Indiana University, Bloomington, IN

August 2022 - May 2026

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

EXPERIENCE

Indiana University, Bloomington, IN — *Teaching Assistant*

January 2025 - May 2025

- Sharpened leadership and organization skills by leading a lab section for a class on front- and back-end development of mobile apps using Swift and Xcode.
- Collaborated with professors and other teaching assistants to coordinate instruction.

IU Recreational Sports, Bloomington, IN — *Operations*

January 2024 - PRESENT

- Work as a team to organize and manage sporting events.
- Maintain and set up equipment at recreational facilities.

Atlas Bleachers, Chicago, IL — *Construction Worker*

May 2024 - August 2025

- Built 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, SQL, JavaScript, C#

Applications – Figma, Xcode, Unity, Construct, IntelliJ, Visual Studio, GitHub, Adobe Audition

Platforms – Windows, iOS

COURSEWORK

Mobile app development – Swift, iOS

Web design – HTML, CSS

Game programming – Unity, Python, JavaScript

Data structures – Java

Information representation – SQL, PHP

HCI/d, IDP – Figma

INTERESTS

NBA analytics

Game design

Urban planning

Architecture