Sean Aminov

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Education

San Jose State University	Expected May 2027
Bachelor of Sciences in Computer Science	*San Jose, California*

- **Relevant Coursework:** Object Oriented Programming, Data Structures and Algorithms, Computer Systems, Computer Graphics, Discrete Mathematics, Linear Algebra, Calculus 2, Calculus 3,

Projects

Close Quarter Battle — Unreal Engine 5 | Blueprints | C++	July 2025 - September 2025
Game Designer	*San Jose, California*

- Designed and developed a first-person close-quarters battle simulator in Unreal Engine 5, handling gameplay design, level creation, and combat systems using Blueprints and C++
- Built AI-driven opponents and modular level layouts to simulate realistic tactical scenarios, enhancing player immersion and replayability
- Optimized performance through profiling, asset management, and scalable design, ensuring smooth gameplay across different hardware setups

Clever Cash — Java | SQLite	October 2024 - December 2025
Fullstack Developer	*San Jose, California*

- Developed a free personal budgeting desktop app with a team of four using SQLite for data management
- Led a team of three members by creating a detailed project plan, providing comprehensive write-ups, and establishing a clear product timeline, ensuring consistent progress and timely delivery
- Implemented SQLite for efficient data storage and retrieval

RPG Adventure — C# | Unity	October 2023 - December 2023
Backend Developer	*San Jose, California*

- Contributed in the backend development of a 2D RPG game through Unity
- Proactively embraced the new software Unity and increased my mastery of C# and game design

Elevator Simulation — Java | Queues | Finite State Machine	September 2022 - December 2022
Backend Developer	*Los Altos, California*

- Spearheaded the event-driven simulation that models the behavior of an elevator
- Communicated efficiently with my two other team members as well as my teacher to deliver our designated project components on schedule and with exceptional quality
- Learned how to use finite state machines and queues to model the processes of an elevator

Experience

Apple	August 2024 - January 2025
Sales Specialist	*San Jose, California*

- Simplified complex technical details of Apple products to help 50+ customers daily make informed decisions
- Maintained up to date knowledge of Apple's hardware and software ecosystem, ensuring accurate recommendations aligned with customer needs
- Partnered with fellow team members when I needed assistance with protocol or expertise

Bullis Charter School	June 2021 - June 2023
Summer Camp Leader	*Los Altos, California*

- Managed camper check-in, activities, and meals to ensure a smooth daily camp experience
- Facilitated the teaching process by interacting with students to keep them interested in class
- Created successful lesson plans that I was able to follow through with and keep students engaged

Skills

Programming: Java, C++, C#, C
Game Engines: Unreal Engine 5, Unity
Tools: Git, GitHub, Visual Studio, SQLite, Perforce