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 Web and App Development
- 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.
- Collaborate with professors and other teaching assistants to coordinate instruction.
- Sharpened leadership and organization skills.

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 - January 2025

- 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, SQL, JavaScript, C#

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

Platforms – Windows, iOS

COURSEWORK

Mobile app development – iOS

Web design – HTML, CSS

Game programming – Unity, Python, JavaScript

Data structures – Java

Information representation – SQL, PHP

HCI/d – Figma

INTERESTS

Game design

Urban planning

Architecture

NBA analytics