

# SOPHIA COHEN PELLETIER

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📍 LOS ANGELES, CALIFORNIA  
91423

## SKILLS

- Proficient in Python, Java, and C# programming languages
- Experience teaching introductory programming to middle school students
- Skilled in Unity, Godot, Roblox Studio, and Scratch for game development
- Comfortable using Final Cut Pro X for video editing
- Familiar with social media platforms such as Instagram, YouTube, TikTok, and Facebook
- Effective team leader and creative problem solver

## EDUCATION

**HARVARD-WESTLAKE SCHOOL**  
Studio City • Expected in 06/2026

### High School

- Honor Roll 2022-2026
- 3.8/4.0 GPA
- Jewish Club Member
- Board Game Club Member
- Elected to Committee Leader for Student Library Advisory Committee in 2024
- Elected Team Captain for the Diving Team

**CARNEGIE MELLON UNIVERSITY**  
Pittsburgh • 08/2025

### 6 Week College Program

- Relevant Coursework: Computer Science, Audio Programming & 3D Modeling
- Was the team Producer for two projects

**UCLA**  
Westwood • 07/2024

### 3 Week College Summer Class

- 3.7/4.0 GPA
- Relevant Coursework: Artificial Intelligence
- Developed a model to assist with poetry

## CERTIFICATIONS

- CPR & First Aid Training

## PROFESSIONAL SUMMARY

Highly motivated high school senior, soon to be college computer science major, with a keen interest in game development. Seeking a summer job or internship to cement skills, gain practical experience, and explore cutting-edge technologies. Demonstrated leadership and always an active team player when taking initiative to brainstorm ideas, create pitches, presentations, and programming games in Unity and Godot. Additional experience with facilitating student understanding of programming languages and concepts, creating curriculum to meet diverse student needs. Hard working student with excellent analytical and problem-solving abilities with a passion for continuous learning.

## WEBSITES, PORTFOLIOS, PROFILES

- LinkedIn: [linkedin.com/in/sophia-cohen-pelletier-4b3b193a7](https://www.linkedin.com/in/sophia-cohen-pelletier-4b3b193a7)
- Website: <https://sophiacohenpelletier.web.app>
- GitHub: <https://github.com/scohenpelletier1>

## ACCOMPLISHMENTS & AWARDS

- AP Scholar with Honor
- National Spanish Exam Honorable Mention (2024)
- Selected for membership in National Spanish Honor Society (2025)

## EXPERIENCE

**Harvard-Westlake School - Student Library Advisory Committee Leader**  
Studio City • 12/2024 - Current

- Nominated by teachers and librarians to join at its inception
- Leader of the Book Appreciation sub-committee
- Developed initiatives to foster a love of reading
- Assisted in organizing library events

**Various Families - Babysitter and Dog sitter**  
Los Angeles, CA • 08/2024 - 09/2024

- Supervised young children, ensuring safety during activities
- Communicated effectively with parents regarding children's wellbeing
- Provided daily care, including feeding and walking for dogs

**Westside Neighborhood School - Kindergarten Teaching Assistant**  
Playa Vista • 08/2021 - 05/2022

- Worked with children, sometimes in small groups
- Read to children, led art projects, supervised playtime, and helped with classroom clean up

**Westside Neighborhood School - Elective Instructor**  
Playa Vista • 08/2021 - 01/2022

- Successfully created a proposal for a middle school elective class
- Designed lesson plans, practiced classroom management, and created rules

## LANGUAGES

Spanish  English   
Professional Working Native or Bilingual

## COMMUNITY SERVICE

- Took active role in my school's Alzheimer's Caring Club to raise awareness of the disease and raise money towards neuroscience research
- Assisted at donation event for families experiencing homelessness and trauma, watched over the children and participated in leading activities

## PROJECTS

**Hobo Wizard Adventures**  
Producer & Lead Developer (Sep 2025 - Current)

- Leading a team of nine other programmers, artists, and sound designers to develop a 3D card game
- Developing a business and marketing model, delegating tasks, and programming the base game structure
- Budgeting expenses for the project

**Aylin's Suika Game**  
Solo Lead Developer (Feb 2026 - Mar 2026)

- Developed a modded version of Suika game
- Self-taught Godot game engine and GDScript
- Analyzed the mechanics of the original game, reinvented them, then added new creative mechanics
- Utilized Google Firebase to export the project onto its own website and connect a global leaderboard