

Sean A. Jenkins

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SUMMARY

Computer Systems student at CSUSB (Game Development) with nearly two years as a Teaching Assistant for game programming classes. I've sat next to students staring at a wall of compiler errors and talked them through it without giving them the answer. Looking for a student assistant role where I can keep doing that: helping people figure things out, not figuring it out for them.

EDUCATION

California State University, San Bernardino • BS, Computer Systems (Game Development) • Minor: Career & Technical Education • GPA: 3.42 • Expected May 2029

EXPERIENCE

Teacher Assistant, Warren High School (Game Programming) *Aug 2023 – May 2025*

- Tutored students one-on-one and in groups on programming fundamentals using C# and Unity, walked them through the logic, didn't write the code for them
- Debugged student projects in real time, breaking down what went wrong so they could catch it themselves next time
- Adjusted explanations depending on who I was working with. Some needed the full walkthrough, others just needed a hint
- Flagged recurring issues back to the instructor so the whole class benefited, not just the student who asked

Apprentice, Bayah Group (WorkWonder) *Jun – Jul 2024*

- Worked on AI-driven design projects in a small team, shipped deliverables under deadline
- Picked up project management and communication skills on the fly, learned by doing

Founder & Project Manager, HourHand Studios *Jan 2025 – Present*

- Built a student game studio from the ground up out of SkillsUSA. Recruited the team, set the timeline, made it happen
- Run project management and social media, ship game projects from concept to release

Assistant, Jenkins Robotics *Jan 2019 – Present (Seasonal)*

- Handle whatever needs doing behind the scenes on an engineering YouTube channel: production, editing, problem-solving on the fly

Game Club President, Warren High School *2024 – 2025*

- Led an esports program for high schoolers to compete in tournaments and build community around gaming

PROJECTS

Spool MP3 Player: Python audio app with CustomTkinter GUI; wrote full docs for new contributors

Insurance Agent Chat Bot: AI-driven insurance assistant

Beneath Arcantum: Game project in development at HourHand Studios

Moxfield Deck Color Analyzer: Deck-building tool for card game analysis

SKILLS

Technical: C#, C++, Python, Unity (VR, 2D, 3D), Visual Studio, CustomTkinter, debugging, technical documentation, video editing, Photoshop, Illustrator

Instructional: one-on-one tutoring, small group facilitation, adapting explanations to different levels, patience under frustration

CERTIFICATIONS

Unity Certified User: VR Developer (May 2024) • Artist (May 2024) • Programmer (Mar 2025) | Intro to Cybersecurity, Cisco (Mar 2025) • Junior Cybersecurity Analyst Career Path, Cisco (May 2025)

HONORS & ACTIVITIES

Golden Bear Medallion for CTE (May 2025) • SkillsUSA State Competition • Fresh Films Participant
Languages: English (native) • Spanish (limited conversational) • C# (professionally proficient)

REFERENCES

Jonathan Jenkins (562-888-9085) • David Quintero, DUSD Teacher (dquintero@dusd.net) • Kwaku Aning (kwaku@retro-futures.com)