Sophie Bolotin

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PROFESSIONAL EXPERIENCE

Aeon Nexus Corporation   **El Segundo, CA**
Lead Power Platform Developer   *June 2023 – Present*
- Architected and deployed a scalable, secure case management system for 7,000+ employees at the Pima County Public Defender's Office, supporting complex legal workflows and integrating legacy data processes
- Built internal tools and pipelines with PowerApps, Power Automate, and JavaScript, boosting efficiency for all departments
- Designed 100+ PowerBI and SSRS reports shared across 4 County Public Office projects
- Optimized company support portal, reducing response times and improving workflows for 10+ project managers
- Developed a responsive, public-facing website using PowerPages and custom JavaScript, implementing dynamic UI components and modern design practices that increased user engagement and viewership by 25%
- Led company-wide training sessions on Microsoft Dataflows to improve integration speed and quality with client APIs
- Mentored junior developers through migration, development, testing, launch, and post-release support
- Integrated Azure DevOps and Git into company's solution versioning workflow

US Alliance Group, Inc.   **Rancho Santa Margarita, CA**
Software Engineer
- Developed a live ASP.NET MVC site integrated with Azure Functions to automate the processing of vendor credit data
- Improved database efficiency and application responsiveness by optimizing SQL Server operations and backend logic, enhancing both UI performance and data handling
- Implemented a custom C# grid data structure to support dynamic interface needs across internal and external tools
- Engineered an electronic application platform integrated with DocuSign API, enabling seamless submissions by entire sales team and clients for the underwriting review process

US Alliance Group, Inc.   **Rancho Santa Margarita, CA**
Junior Developer   *November 2020 — April 2021*
- Created interactive D3.js visualizations and refined UI components for internal tools used by 85+ employees
- Implemented OCR to extract data from 25,000+ files, automating workflows and accelerating access to key sales information

Sophie Designs   **Orange County, CA**
Founder & Graphic Designer   *February 2013 — Present*
- Designed logos, infographics, and marketing assets using Photoshop, Illustrator, and InDesign for various clients
- Produced motion graphics and videos in Final Cut Pro and iMovie for families and digital/social media campaigns

Bandpad   **Tel Aviv, Israel**
Frontend Developer   *June 2021 — August 2021*
- Led frontend development for an open-source web app supporting real-time translation in 100+ languages, building a responsive UI with Vue.js and React optimized for multilingual, cross-device interaction
- Collaborated with backend developers to integrate real-time data flow and ensure a seamless user experience

RELEVANT PROJECTS

Procedural City Generator (Houdini) – Created a Houdini Digital Asset (HDA) to procedurally generate modular city layouts with customizable elements, using SOPs, VEX, and Python API. Enabled real-time scalability with density map–driven height variation, auto-generated traffic lights, and asset scattering for games and simulations

Rocket Launch Scene (Maya & Arnold) – Modeled, animated, and rendered a cinematic rocket launch in Maya using keyframes, multi-camera shots, and dynamic lighting with Arnol; practiced end-to-end shot creation and layout.

Rock Paper Scissors Simulation (Unreal + Maya) – Built a 3D gameplay simulation in Unreal using Blueprint logic and UI widgets; modeled animated characters in Maya and added user-defined matchups with reactive animation.

Liquid Simulation (Houdini & Solaris) – Simulated a ball-to-liquid FX transformation in Houdini and rendered final output using Solaris with Karma, applying lighting, camera, and shading fundamentals.

TECHNICAL SKILLS

3D & Technical Art: Houdini (Karma, Solaris, Python API), Maya, Unreal Engine 5, Unity, Arnold, Fusion 360, Procedural Modeling, Lighting, Simulation
Tool & Pipeline Dev: C#, Python, JavaScript, SQL, Power Platform, Power Automate, Azure DevOps, Git
Web & App Dev: .NET Core, React, Vue.js, PowerApps Portal, HTML/CSS, SQL Server
Data & Reporting: Power BI, SSMS, SSRS, Dataflows, FetchXML, Visual Basic
Design & Media: Photoshop, Illustrator, InDesign, Figma, Final Cut Pro, iMovie

EDUCATION

University of Davis - *B.S in Computer Science*   *September 2017 — June 2021*
- *Cumulative GPA: 3.74 Dean's List*
- *Relevant Coursework:* Calculus, Linear Algebra, Differential Equations, Physics, Databases and Algorithms, Operating Systems, Combinatorics, Computational Math, Matlab