

Boray Tuna Gören

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EDUCATION

St. Bonaventure University, St. Bonaventure, NY

May 2026

Bachelor of Science, Major in Computer Science, Minor in Cybersecurity

GPA: 3.83 / 4.0

RELEVANT EXPERIENCE

St. Bonaventure University, Tutor

September 2024 - Present

- Tutor undergraduate students in foundational computer science concepts, including computational thinking, Object-Oriented Programming.
- Provide one-on-one tutoring for Algorithms & Data Structures, improving student comprehension and problem-solving skills.

no-pact, Video Game Developer Intern

June - August 2024

- Prototyped a mobile video game concept using the benefits of OOP.
- Optimized performance improvement using high-level Unity Editor tools, which reduced load time by 20%.
- Collaborated with game developers and designers and improved software architecture, code design, and level design skills to create a mobile video game.

Video Game Design Club, Lead Programmer

February 2024 - Present

- Lead the design and implementation of core gameplay mechanics, including player movement and enemy AI.
 - Ensure code modularity, reusability, and efficient problem-solving through object-oriented design and debugging.
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PROJECTS

Attack Of Zombies

June – August 2024

- Designed and implemented AI mechanics for a Unity-based zombie game with dynamic difficulty adjustment for diverse gameplay experiences.
- Developed complex game systems such as a collectible management system, an interactive UI for gameplay feedback, and audio management to enhance player immersion and engagement.
- Improved game efficiency and structure by optimizing scripts for better performance and implementing a robust game manager to handle game flow and state transitions.

Horror Game

March – May 2024

- Prototyped a first-person zombie survival game featuring advanced player movement, AI-driven enemy behavior, and a dynamic inventory system.
- Implemented essential game management scripts and realistic audio-visual elements, enhancing gameplay immersion.

Parkour Game

January – April 2024

- Implemented player movement, health, shooting mechanics, parkour, star drop, and timer mechanics.
- Implemented animations and sound effects that make the game more interesting.

Downloads File Organizer

February 2024

- Automated organization of the Downloads folder using Python script on macOS, categorizing files into Images, Music, Videos, Documents, Codes, Animations, and Others based on extensions.
 - Runs continuously in the background to keep the Downloads folder neatly organized.
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HONORS & CAMPUS INVOLVEMENT

Honors

- Dean's List
- Men's Swimming Grant-In-Aid Scholarship recipient

2022 - Present

Video Game Design Club

- Founder and president of the college's first-time Video Game Design Club.
 - Deliver educational presentations on game development fundamentals, covering topics like game design, programming, and project planning.
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TECHNICAL SKILLS

Programming Languages: Java, C#, C++, Python, SQL

Game Development: Unity, Gameplay Programming, AI Development, Level Design, and Scripting

Software Engineering: Object-Oriented Programming, Data Structures, Algorithms, Version Control (Git)