

Boray Tuna Gören

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EDUCATION

St. Bonaventure University, St. Bonaventure, NY
Bachelor of Science, Major in Computer Science, Minor in Cybersecurity
GPA: 3.85 / 4.00 | Awards: Dean's List

May 2026

INTERNSHIP EXPERIENCE

no-pact – Attack of Zombies – C#, Unity, 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
- Designed and implemented AI mechanics for Unity-based zombie game with dynamic difficulty adjustment for diverse gameplay
- 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

NCAA DIVISION I ATHLETICS

Swimmer, Men's Swim & Dive Team, St. Bonaventure University

August 2022 – Present

- Dedicate 20+ hours per week to practice, meets and competitions
- Men's Swimming Grant-In-Aid Scholarship recipient

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

Video Game Design Club, Founder and Lead Programmer

February 2024 - Present

- 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
- 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

PROJECTS

Typing Time Across Devices and Age Groups – JavaScript, Machine Learning

September 2025 – December 2025

- Built a web-based experimental platform in JavaScript to collect keystroke timing data for laptop vs. smartphone typing
- Extracted behavioral features including total completion time, mean and p95 inter-key intervals, pause counts, and backspace counts
- Conducted a two-factor (Age × Device) statistical analysis, identifying significant effects of age ($p=.0089$) and device ($p=.00089$), with a near-significant interaction trend ($p=.053$)
- Trained exploratory ML classifiers (Logistic Regression, SVM, Random Forest) on aggregated features, achieving up to 75% accuracy for device prediction and 71% accuracy for age-group prediction

Street Walker App – Design & Algorithm Planning

September 2025 – In Progress

- Designing a pedestrian-focused navigation application that recommends routes based on walkability, safety, and user preferences, rather than shortest distance alone
- Developing route recommendation logic that incorporates qualitative factors (e.g., street type, environment, exploration) into path selection
- Conducting user research and iterative design planning to inform algorithm decisions and application flow

Attendance Verification System – Python, JavaScript, HTML, CSS, Flask

November 2024 – May 2025

- Design and develop a mobile web interface to collect and transmit student data for attendance to campus events to a backend server for the School of Business at St. Bonaventure University
- Implement efficient frontend-backend communication using REST APIs, ensuring secure and accurate student data handling
- Collaborate on backend logic to support real-time data verification, storage, and retrieval.
- Led the team as rotating project manager, conducting weekly reviews, identifying bugs and missing features, and delegating tasks to ensure steady progress and alignment with project goals

TECHNICAL SKILLS

Bilingual: Turkish and English

Programming Languages: Java, C#, Python, SQL, JavaScript, CSS, HTML

Software Engineering: Flask, SQLite, Version Control (Git), Figma, Mobile Web Development, Backend Development

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