

# Boray Tuna Gören

3261 W. State Road, St. Bonaventure, NY 14778 | 716.378.6159 | gorenbb22@bonaventure.edu | [LinkedIn](#) | [Portfolio](#)

---

## EDUCATION

**St. Bonaventure University**, St. Bonaventure, NY

May 2026

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

GPA: 3.855 / 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.
- 

## PROJECTS

**Attendance Verification System**

November 2024 – Present

- Designed and developed a mobile web interface to collect and transmit student data for attendance to campus events to a backend server.
- Implemented efficient frontend-backend communication using REST APIs, ensuring secure and accurate student data handling.
- Collaborated 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.

**Whisper Speech Recognition**

November 2024

- Designed and deployed a web-based speech recognition app using OpenAI's Whisper model and Streamlit, allowing users to upload and transcribe audio files through an intuitive UI.
- Integrated Google Translate API to offer real-time translation of English transcriptions into multiple languages.

**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.
- 

## 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.
- 

## TECHNICAL SKILLS

**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