# 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: 3.86 / 4.00 | Awards: Dean's List

## 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

**Attendance Verification System** – *Python, JavaScript, HTML, CSS, Flask*                                   November 2024 – Present
- 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

**Whisper Speech Recognition** – *Python, Streamlit*                                                                         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 language

**Downloads Organizer** – *Python*                                                                                               February 2024
- Created script to automatically run and organize the downloads folder by extensions
- Categorized sub folders every 60 seconds
- Programmed to run quietly in the background and set to launch every time MAC is set up

## 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