

Berk Unver

Prospective Game Developer and Game Engine Programmer

Github	LinkedIn	Email	Phone
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I am a senior at Boston College. I am very independently-driven and am interested in systems programming. I want to become more involved in making custom game engines to design unique and interesting games.

Education

Boston College, BS in Computer Science and minor in Studio Art, expected graduation in May 2025.

Notable coursework includes Compilers, Computer Systems, Operating Systems, Networks, Deep Learning, and a Functional Programming independent research project.

Relevant Work Experience

Thekla Inc.	May - Aug. 2024	VideaHealth	May - Aug. 2023	Boston College TA	Jan. - Dec. 2023
Game Engine Programming Intern		Software Engineering Intern		Computer Systems Teaching Assistant	
I worked on Thekla's custom game engine in their custom, native, manual memory management language, Jai.		I worked on the backend and frontend of their main product.		I enjoyed Computer Systems when I took it so I became a TA.	
<ul style="list-style-type: none">Added new widgets to the level editorMade the controller and keyboard rebinding menu.New gameplay entities and UIFixed many editor and gameplay bugs		<ul style="list-style-type: none">Parallelized unit testingImproved dental X-ray sorting algorithmFront-end bug fixesReviewed pull requests		<ul style="list-style-type: none">Held office hoursExplained intro systems topics from class to studentsLeft detailed feedback when grading student assignments	

Personal Projects

<i>The Knight's Layer</i>	Dec. 2023 - May 2024	Compiler Frontend	Feb. - May 2023
https://youtu.be/ZiG4rueYiJA		https://github.com/BerkUnver/Creed	
This is a Deltarune fangame and parody.		I wrote the lexer, parser, and typechecker for the group project of my Compilers course.	
<ul style="list-style-type: none">Written in C-style C++ with Raylib for renderingReplicates all of the features of the Deltarune battle system (magic and ACTS, items, bullet hell patterns, dialog, SPARE and MERCY endings, etc.)Custom boss with 6 attack patterns		<ul style="list-style-type: none">Written in C from scratch, no parser generators. The only dependency is libc.Implements the syntax of a C-like programming language.	
Untitled Game	Dec. 2020 - June 2024	Art Projects	Dec. 2020 - Present
I spent three and a half years trying to make the game I most want to make. I stopped after realizing that this project was hampering my evolution as a game developer.		Assorted art projects both relating to and outside of my game projects.	
<ul style="list-style-type: none">Written in C# with Godot Game EngineThough this project is shelved, it isn't a failure. This is what made me interested in game development.I plan to return to a very different version of this concept when I have the abilities to take it on.		<ul style="list-style-type: none">Independent Study in Figure DrawingSprites and animation for <i>The Knight's Layer</i>Sprites and animation for my untitled gamePencil and paper traditional animationPortraits	
Hitbox Editor	Jan. - Sep. 2023	WASM Interpreter	Sep. - Dec. 2022
https://github.com/BerkUnver/CombatAnimator		https://github.com/BerkUnver/Zapper	
This allows me to edit metadata for attacks on top of animations for my untitled game.		Functional programming project for independent study course credit.	
<ul style="list-style-type: none">Written in C.Exports JSON metadata for playback by my custom animation player in the untitled game.		<ul style="list-style-type: none">Written in Elm.Supports a subset of Web AssemblyLexer, parser, typechecker, and interpreter	