Noah Bunis

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WORK EXPERIENCE

Game Developer at Games For Love   *May 2024 – July 2024*

- Volunteered remotely as a software engineer intern specializing in real-time game systems
- Collaborated with a team of programmers and artists for 20 hours a week to build two game projects

Game Developer at Besto Games   *November 2023 – June 2024*

- Programmed UI/UX elements and conducted quality assurance testing for *"Idol Showdown,"* a popular indie fighting game with over 163,000 downloads.
- Implemented the in-game storefront and achievement menus to support hundreds of items and accessibility for future content updates.
- Conducted extensive playtesting, identifying and reporting 100+ bugs to enhance gameplay experience, netcode and hardware performance, and overall quality.

Game Developer at MassDiGI, Worcester   *May 2023 – August 2023*

- Interned for the 2023 Summer Innovation Program and implemented gameplay mechanics and UI for *"Rock On, Raccoon!"*, a mobile rhythm game developed in collaboration with a team of artists and designers.

EDUCATION

Brandeis University   *August 2022 – May 2026*

Bachelor of Science in Computer Science

SKILLS

- **Programming Languages:** C++, Java, Python, C#, Javascript, GDScript
- **Game Development:** Blender, Unity, Godot, Unreal Engine, Miro, Trello, Jira, Wwise
- **Project Skills:** Quality Assurance, Teamwork, Communication, Attention to Detail