

NOAH BUNIS

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WORK EXPERIENCE

Game Developer, MassDIGI (Internship)

- Fully developed a mobile rhythm game, *Rock On, Raccoon!* May-August 2023
- Designed the system mechanics, UI implementation, and input systems

SKILLS

- Several years of experience working in Unity and Godot
- Highly competent in C++, C#, Java, and Python

EDUCATION

Brandeis University, Class of 2026

- 3.6 GPA (Dean's List) August-December 2022

Brookline High School, Class of 2022

- 3.6 GPA

Worcester Polytechnic Institute (MA), "Introductory Macroeconomics" course

- 5-week virtual pre-college summer program July-August 2020

Interlochen Center for the Arts (MI), "Film & New Media: Animation,"

June-August 2019

- Studied stop-motion, digital, and cel animation

EXTRACURRICULAR

Participated in the [7dfps 2022](#) game jam

December 2022

- Fully coded and released [Untitled Movement FPS](#)

Brandeis Console Gaming Club Leader, Brandeis University

January 2023-Present

- Organized gaming tournaments three days per week throughout the semester
- Helped manage club resources and funding
- Advertized and recruited new members for the club