

# 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:** Unity, Godot, Blender, Unreal Engine, Web Design, Wwise
- **Project Skills:** Quality Assurance, Teamwork, Communication, Attention to Detail