**Contact Information**

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1 (831) 251-2399

<https://github.com/Aescosaurus>

**Personal Statement**

My name is Michael Buslik. I make learning and personal development fundamental priorities in my life. More recently I have been directing attention on practicing learning Japanese, improving at digital art, and building furniture. While some say these skills possess limited application on their own, it is the building up of knowledge and intense focus required to improve at such skills that yields reward.

It was not always like this, though. Throughout my life I often tended towards the path which offered the least resistance for the most satisfaction; playing video games instead of finishing homework, always scraping by to get the bare minimum in whatever I did. This changed somewhere halfway through high school, where I decided to use internet resources to teach myself programming, and so I began a long, and difficult, but rewarding journey.

My fascination with making games persisted since a young age, where I made board games during summer camp and made others play them with me. In my mind, learning programming was the only way I would become able to produce the games that I dreamt about making. By the time I graduated high school, I had obtained a proficiency in programming which would have matched my peers now, as I am about to graduate university. Since that moment my life has been consumed by developing and releasing games, where I constantly had several projects in progress or had been participating in a game jam.

In the past I ended up spending a lot of time wasting my time, where I now focus on productivity to the maximum degree possible. I schedule my time each day hour by hour, using free time as a chance to improve at the current skill or hobby I am exploring. I think this is the best way to spend one’s time, and the most effective way to move forward in life.

**Education**

University of Colorado Colorado Springs, Colorado Springs, CO 2021

* Bachelor of Innovation in Game Design and Development
* Minor in Computer Science

**Academic Experience**

**Game Design and Development Major Core**

GDD 1100 Introduction to Game Development

GDD 1200 Introductory Programming for Game Developers

GDD 2100 Game Design for Diverse Populations

GDD 2150 Fundamental Game Design Concepts

GDD 2200 Object-Oriented Analysis, Design, and Implementation

GDD 3400 Artificial Intelligence for Games

GDD 4900 Commercial Game Development Practicum

* Solo developing a 3D RPG Dungeon Crawler game in Unity 3D.
* Put link here (when I release game)

CS 2250 Advanced Data Structures in C++

CS 3350 Team-Based Game Production

Worked as a programmer on a team developing the game Miner Inconvenience.

CS 4800 Computer Graphics

Harnessed cellular automata to generate random 3D low poly worlds with different designs.

CS 3030 Python

* Developed a QTable style artificial intelligence to observe and interact with a video game by identifying challenges and training to overcome each one.
* Put link here

CS 3060 Object Oriented Programming with C++

GDD 3000 Level Design

GDD 4000 GAME Design Engine

GDD 4990 Independent Study

* Developed Aesc Engine, a JavaScript browser based game engine with a focus on simplicity.
* Put link here

GDD 3200 Team-Based Game Test & Deployment

* Worked as a programmer, as a team we released the game Miner Inconvenience.
* <https://rabidtrollstudios.itch.io/miner-inconvenience>

GDD 3200 Team-Based Game Test & Deployment

* Working as a programmer, as a team we will release Avarice.
* Put link here (when game is released)

**Computer Science Minor Core**

CS 1150 Principles of Computer Science

CS 1450 Data Structures and Algorithms

CS 2060 Programming with C

CS 2080 Programming with UNIX

**Bachelor of Innovation Core**

ENTP 1000 Introduction to Entrepreneurship

INOV 1010 The Innovation Process

BLAW 2010 Business & Intellectual Property Law

INOV 2010 Innovation Team: Analyze and Report

Worked with our client Dr. Richard White ([rwhite2@uccs.edu](mailto:rwhite2@uccs.edu), 719.360.3805) to research the cost for construction and operation of a Space Warfare Preparation Center with multi-level security and SCIF capabilities.

INOV 2100 Technical Writing, Proposals, & Presentations

Drafted grant proposal for Memorial Hospital for funding of facilities for treatment through a wholesome plant-based diet.

INOV 3010 Innovation Team: Research and Execute

* Develop marketing materials, rebrand, and update the BJNN Family website.
* BJNN Family - [info@bjnnfamily.com](mailto:info@bjnnfamily.com)
* Delivered marketing resources, such as videos and logos, and an updated website.

INOV 4010 Innovation Team: Design and Lead

* Update the Signal Flow app with new features and create marketing materials to support the re-release of the app.
* Mike Wingfield - [mwingfie@gmail.com](mailto:mwingfie@gmail.com)
* Developed promotional materials for the second release of the app, and helped design and implement the new version of the app.

ENTP 4500 Entrepreneurship and Strategy

Capstone course solving one of the UN’s Sustainable Development Goals in a team and presenting findings in a video.

**Faculty References**

**Skills and Competencies**

Programming/Game Development – replace this with the stuff below

* Programming Languages: C++, C#, GML, JavaScript, Python, Java, C, HTML, CSS, PHP, MySQL, ActionScript, Shell Scripting
* Tools/Frameworks: Unity, GameMaker Studio 2, Chili DirectX Framework, SDL2, OpenGL, Macromedia Flash MX

Programming Languages

Game Development Tools/Frameworks

Languages

* Conversational Japanese
* Basic German
* Basic Spanish

**Community Involvement**

Volunteering

* Santa Cruz County Animal Shelter
  + Packaging, stamping and mailing
* Teen Kitchen Project
  + Prepared clean and healthy meals as a part of a team.

Awards/Recognitions

* Regional Occupation Program in Information Technology
  + Certificate of completion
* Certificate of completion in Information Technology at Cruzio Santa Cruz.
* UCCS Dean’s List Fall 2018.

Hobbies/Interests

* Cooking, learning Japanese, carpentry, health, Kendo, painting, learning new skills.