

Michael T. Bowen

Webster, NY | (585) 635-8255 | Game Programmer

[Portfolio: bichaelmowen.com](https://bichaelmowen.com) | Michael@thebowenfamly.com

[Linkedin: Michael Bowen](#) | [GitHub: BowenMichael](#)

[Demo Reel: https://youtu.be/_evFuQ-EVoc](https://youtu.be/_evFuQ-EVoc)

Skills

C++ | C# | Unreal 5 | Unity
SDL | bgfx | React
VR | Oculus Quest

Typescript | Next.js | MongoDB
GitHub Actions | CI/CD
Jenkins | Google Cloud

Scrum | Agile | Git | SVN
Animation | Physics
3D Math | Rendering

Education

Champlain College | Burlington, VT

Graduation: May 2023

Bachelor of Science Degree in Game Programming, GPA: 3.7

Notable courses: Data structures and algorithms;
Vectors, Matrices, and 3D math;
Game Architecture;

Semester Abroad | Montreal, QC

Jan 2022 - May 2022

Studied under game industry professionals and competed in the Ubisoft game lab competition.

Experience

Web API Developer/DevOps | Enter Ctrl Studio's | Burlington, VT

Dec 2022 - July 2023

- Set up software API and database for community posts on [SniperPunk](#).
- Working with designers to set up relevant data structures to store balancing data in a database.

Unity WebGL Programmer | Emergent Media Center | Burlington, VT

Sep 2022 - Dec 2022

- Automated builds and website deployments using GitHub Actions saving 30 minutes for each build totaling 2 hours of developer time each week.
- Optimized the project to be packaged and deployed to the web.

[Olfactory VR Programmer](#) | Emergent Media Center | Burlington, VT

Sep 2021 - Dec 2021

- Delivered an olfactory VR meditation experience to study student relaxation is affected by artificial smells and visuals.
- Integrated proprietary olfactory technology and scripted timed events into the guided meditation.

Games/Projects

[Deal Pedal](#) | Team: 8 | Physics and DevOps Programmer

Sep 2022 - May 2023

- Setup and documented our mission system using video. Anyone on the team could follow the tutorials and interface with the C++ backend.
- Automated our build workflow with Jenkins and Google Cloud to iterate faster on our simplified driving model.

[React Flow Blend Graph](#) | Team: 2 | Web / Animation Programmer

Jan 2023 - May 2023

- Built out a hierarchical animations with blend operations in C.
- Created a node based web app that exports a JSON file containing animation information.

[Turbo Hyprid Game Engine](#) | Team: 2 | Engine Programmer

Sep 2022 - Dec 2022

- Created a data driven game engine with 3D rendering support using SDL, bgfx and JSON