

# Michael T. Bowen

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

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## 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 - Present

- 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.

**Quality Assurance Intern** | Second Avenue Learning | Rochester, NY

May 2018 - Aug 2018

- Worked with programmers to refine the feel of virtual replications of [The Original Mobile Games](#).

## Games

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

Sep 2022 - Present

- Managed our Unreal 5 git repository by establishing a build server to automate and support continuous integration.
- Created a simplified driving model to decrease the complexity of design considerations and increase iteration on fun gameplay features.