Michael T. Bowen

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

Portfolio: bichaelmowen.com | Michael@thebowenfamily.com
Linkedin: Michael Bowen | GitHub: BowenMichael

Skills

C++ | C# | Unreal 5 | Unity SDL | bgfx | React Typescript | Next.js | MongoDB	Scrum | Agile | Git | SVN GitHub Actions VR | OpenXR | Oculus Quest	Animation | Physics | Networking Graphics | DevOps | Custom APIs Jenkins | Google Cloud

Education

Champlain College, Burlington, VT   Graduation: May 2023

Bachelor of Science Degree in Game Programming, GPA: 3.7

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
- Crafting backend API, automation, and web systems for SniperPunk.

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
- Used GitHub Actions to move the artifacts from GitHub's limited storage into our website repository
- Optimized an informative experience about BETA Technologies by doubling the framerate so that it could run comfortably on the web

Olfactory VR Programmer | Emergent Media Center | Burlington, VT   Sep 2021 - Dec 2021
- Integrated OVR Technologies scent device to work with the Unity Interaction Toolkit and Pico Neo 2
- Delivered a 15-minute immersive Olfactory VR experience to study student well-being.
- Experienced working with UnityXR and Android VR

Quality Assurance Intern | Second Avenue Learning | Rochester, NY   May 2018 - Aug 2018
- Worked on The Original Mobile Games, by testing physical versions of the games and working to develop a more accurate virtual feel.

Games

Deal Pedal | Team: 8 | Physics and DevOps Programmer | Burlington, VT   Sep 2022 - Present
- Learned how to automate build processes using Unreal Engine 5 and Google Cloud
- Created custom car physics while learning Unreal 5 physics

SpartaKids | Ubisoft Competition | Team: 8 | Networking | Montreal, QC   Jan 2022 - May 2022
- Networked a 2-player co-op area boss fighter about the magic of play using Photon and Unity3D

Other Projects

Esports Team Manager | Collegiate | Apex Legends | Burlington, VT   May 2021 - Present
- Placed 5th in the collegiate competition and Doubled the club's size with weekly events