

Michael T. Bowen

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

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

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

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

Full Stack Developer | Cinquefoil Solutions | Rochester, NY

May 2022 - Present

| *Typescript* | *Next.js* | *MongoDB* | *Bootstrap* | *next-auth* | *CI/CD* | **Team size: 3**

- Converted window installation quoting system from excel spreadsheets to a web application.
- Maintained a large production environment continuously updating based on user feedback.

Unity WebGL Programmer | Emergent Media Center | Burlington, VT

Sep 2022 - Dec 2022

| *C#* | *Unity* | *WebGL* | *Next.js* | *Github Actions* | *Netlify* | *Visual Studio* | **Team size: 4**

- 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.

First Robotics Project Manager | Igknights 3173 | Rochester, NY

Sep 2018 - May 2021

| *Leadership* | *Project Management* | *Agile Hardware Development* | **Team size: 60**

- Gained an appreciation for hard mechanical engineering.
- Lead team meetings and managed the development schedule.
- Drove the robot.

Games/Projects

Deal Pedal | DevOps and Lead Programmer

Sep 2022 - May 2023

| *Blueprints* | *C++* | *Unreal 5* | *Google Cloud* | *Jenkins* | *Git* | **Team size: 13**

- Automated our build workflow with Jenkins and Google Cloud to iterate faster on our simplified driving model.

React Flow Blend Graph | Web / Animation Programmer

Jan 2023 - May 2023

| *C* | *Animal3D* | *Next.js* | *react-flow* | *JSON* | *Netlify* | *Visual Studio* | **Team size: 2**

- Worked in a large codebase to create tools around hierarchical animations.
- I choose a web based solution to maintain a simple and easy to access UI and UX

Turbo Hyprid Game Engine | Engine Programmer

Sep 2022 - Dec 2022

| *C++* | *SDL* | *JSON* | *bgfx* | *Visual Studio* | **Team: 2**

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