

Michael  
Boschwitz

## Michael Boschwitz

🌐 michael.boschwitz.me

✉ mboschwitz@gmail.com

☎ (+1) 612.804.5799

### Education

Software Engineering  
and Creative Design. BIS

Japanese Studies Minor

University of Minnesota  
Minneapolis, MN, USA

### Languages + Skills

Natively fluent:

- C, C++, C#, Java, Python,
- JS, HTML, Visual Scripting
- Unity, Unreal, Git/Perforce
- (Plus, I make good coffee!)

Con conversationally fluent:

- Japanese
- Godot, CryEngine, SQL, Lua
- Adobe CC/MS Office Suites

Tourist:

- OpenGL, x86, Rust, Figma
- 3ds Max, Blender, SFM

### Activities

Intramural Volleyball

Jazz Band Drummer

Game Jams

Fighting Game Club

### Ask Me About

Studying abroad in *Kyoto*

Some of my favorite *Movies*

Almost anything *Musical*

My love for *Games/Technology*

## Work Experience

### Gameplay Engineer, Avalon Corp, June – Nov 2024

- ✓ Brought animation system up to modern 3rd person action game standards.
- ✓ Instituted an animation canceling system for 100+ player game sessions.
- ✓ Upgraded 3C's with input buffers, coyote time, dynamic cameras, and more.
- ✓ Composed a vast suite of abilities and weapons for players and enemies.

### Combat/Tech Designer, Rubyshark Games, 2022 - Present

- ✓ Lead a team in creating numerous distinct enemies, pitch to completion.
- ✓ Substantially upgraded existing AI, improving pathfinding and awareness.
- ✓ Refined combat flow to improve overall player experience and game feel.
- ✓ Diversified intended enemy counterplay for better balance and satisfaction.

### Teacher Assistant (VR/XR), University of Minnesota, 2022/23

- ✓ Facilitated expansion of students' breadth of knowledge in VR/AR.
- ✓ Demonstrated proficiency and adaptability to accommodate everyone.
- ✓ Left concise and communicative feedback on students' VR/AR projects

### AI Design Intern, Hangar 13, Summer 2021

- ✓ Improved design philosophies for a Multiplayer Open World AAA game.
- ✓ Quickly and efficiently diagnosed and solved complex design problems.
- ✓ Evolved classic 2D Bullet Hell mechanics and concepts for 3D gameplay.

## Projects

Dynamically Adjustable Motion Captured Data Renderer

VR & 3D Interaction Projects

Physics & Cloth Simulations

VR Impossible Space Puzzler

Bus Scheduling Simulator

Water Fluid/Pressure Simulations

Data Visualization Generators

Optimization Projects

Multi-File Interpreters

*A more comprehensive list of all projects is located on my website.*

### Most Recent Video Game Project

High-Speed Hominids

- ❖ Integrated both local splitscreen and online multiplayer functionality.
- ❖ Designed and implemented a mechanically deep and robust physics-based movement system, inspired by Source Engine Physics & Titanfall 2.
- ❖ Demonstrated multifaceted knowledge in the creation of game systems.

## Leadership + Awards

Video Game Development Club VP

立命館大学衣笠 SKP

BSA Eagle Scout

Tri-M Music Honor Society

UMN Dean's List