

Michael
Boschwitz

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Education

Software Engineering
and Creative Design. BIS

Masters in Computer Science
University of Minnesota, 2027

Languages + Skills

Natively fluent:

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

Con conversationally fluent:

- PostgreSQL, SQL, Lua
- Kotlin, Swift, LaTeX
- Japanese

Tourist:

- React.js, Next.js, Ruby,
- Rust, x86, Go, Scala, R

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 – Dec. 2024

- ◆ Architected a scalable, modular framework for character abilities and interaction logic, enabling rapid iteration with simple tools and long-term maintainability.
- ◆ Refactored the animation pipeline, implementing data-oriented design principles to enhance performance, scalability, and support large-scale multiplayer sessions.
- ◆ Engineered core gameplay subsystems, including input buffering, animation canceling, and the combo system and data structures for dynamic user inputs.

Teacher Assistant

University of Minnesota | Fall 2022

- ◆ Provided technical guidance on Virtual Reality development, with a focus on interaction design and best practices, for a class of approximately 60+ students.
- ◆ Reviewed and improved students' projects by offering concise, actionable feedback on project implementation, real-time rendering, and interaction design.
- ◆ Demonstrated proficiency and adaptability to accommodate everyone

Summer Camp Boating Director

Camp Teko | Summer 2016 - 19

- ◆ Adapted in a constantly evolving environment full of hazards and caprice
- ◆ Executed physically demanding lifesaving rescues at the waterfront.
- ◆ Mobilized and directed a team of highly trained specialists and lifeguards.
- ◆ Inspired and taught as a positive influence for all campers.

Projects

Dynamically Adjustable Motion Captured Data Renderer

VR & 3D Interaction Projects

Water Fluid/Pressure Simulations

Physics & Cloth Simulations

Bus Scheduling Simulator

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

React Bot

Personal Projects | Python, PostgreSQL

- ◆ Designed and built a feature-rich Discord bot that uses real-time message parsing to send unique responses to users in both guilds and direct messages.
- ◆ Streamlined database querying and health to ensure fast response times, while efficiently storing responses, server settings, and behavior preferences.
- ◆ Deployed and actively maintained post-release, ensuring 99% uptime, monitoring performance, and rolling out updates for 500+ active Discord servers she's in.

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