

Michael
Boschwitz

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Education

Software Development
and Creative Design. BIS

University of Minnesota
Minneapolis, MN, USA
May 2022 (expected)

Languages + Skills

Natively fluent:

- C, C++, C#, Java
- Unity, Unreal E4, Git
- (Plus, I make good Coffee!)

Con conversationally fluent:

- Python, JavaScript, HTML
- Adobe Photoshop/Premier

Tourist:

- OpenGL, x86, Japanese
- 3ds Max, Blender, Godot

Activities

Video Game Dev. Club

Digital Art Studio

Jazz Band Drummer

Intermural Soccer

Juggling Club

Ask Me About

My love for *Games/Technology*

What I've been *Reading*

Some of my favorite *Movies*

Almost anything *Musical*

The places I want to *Travel*

Projects

Most Recent Personal Game Project

Melody's Collision Course

- ❖ Attained goal of creating a 3D "Golf" game build in 3 months.
- ❖ Demonstrated aptitude in physics simulation with an arcade-like feel.
- ❖ Showcases a robust event system in which the last enemy becomes the hole, adding strategic and varying gameplay.
- ❖ Although based in a simulated 3D world space, the game features an isometric top-down perspective.

Most Recent Video Game Development Club Project

Untitled Rhythm Shooter

- ❖ Platformer/Rhythm hybrid game; notes correspond to actions.
- ❖ Oversaw all aspects of project creation. Including jobs such as: Planning and providing tasks, managing assets and pushes, et cetera.
- ❖ Specialized in accomplishing proper 2D physics utilization alongside the critical task of creating consistent movement in the rhythm section.

UMN Class Projects Highlights

Dynamically Adjustable Motion Captured Data Renderer

Multi-File Interpreters

Data Structure Projects

Bus Simulations

Fractal Generators

Compiler Optimizations

Elf64 Projects

Text Rain Simulations

Graph Generators

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

Work Experience

Boating Director, Camp Teko: Summer 2017 - 2019

- ✓ 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.

Barista, Starbucks: August 2017 - September 2018

- ✓ Delivered rapid, repeatable service with methodical efficiency and precision.
- ✓ Outperformed daily with positivity and a warm, cheerful, friendly exterior.
- ✓ Formed professional relationships with clientele to provide optimal service.

Leadership + Awards

Video Game Development Club Publicity Director

BSA Eagle Scout

Tri-M Music Honor Society

UMN Dean's List