

# Michael Boschwitz

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Dear HENNGE Hiring Team,

My name is Michael Boschwitz, I am an award-winning developer, and a graduate of the University of Minnesota; with a Bachelor's in Software Engineering and Creative Design plus a minor in Japanese Studies. I will be enrolled in the University of Minnesota's Masters in Computer Science program this fall, so I am looking for future internships either here or expanding my horizons abroad!

While much of my professional experience falls into seemingly contradictory categories, I think my game design and game programming generalist roots are important to show what best defines my talents. In my free time and at VGDC, I have created numerous games and prototypes in the past 5+ years. Working on these projects allowed me to express and practice my talents in all aspects of game development. I've created anything and everything in these projects; from Pathfinding to Music. Oftentimes, I would end up helping multiple teams prepare games to ship at the club's Demo Day. Although this converted into valuable tenure at AAA Game studios after graduation, such as Hangar 13 and Avalon Corp., the state of the industry has prevented much of my work at these places to be shown publicly. That being said, I believe my online portfolio still contains multitudes of demonstrably exceptional work I have done. <https://michael.boschwitz.me>

Working in small group settings like VGDC has been immensely fulfilling. However, my time spent working on bigger projects at Hangar 13, Avalon, and Rubyshark has really taught me how to deliver consistent results above expectations. My hope now is to find a similar creative, diverse, and energizing environment that I would thrive in and could topple any problem given to me. One that really prioritizes making great games first and foremost. I think working at HENNGE would be the perfect fit, and I hope you think so too. If so, I'd be overjoyed to hear from you soon!

Sincerely,

*Michael Boschwitz*

Michael Boschwitz (マイケル・バシュウィッツ)