

# Michael Boschwitz

## Michael Boschwitz

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## Leadership & Awards

立命館大学衣笠 SKP  
Video Game Dev Club VP  
BSA Eagle Scout  
Tri-M Music Honor Society  
UMN Dean's List

## Languages + Skills

Natively fluent:

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

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*

## Education

### Masters in Computer Science

University of Minnesota, Fall 2025 - Spring 2027

Notable Classes: Intro to Quantum Computing, Artificial Intelligence I, Intelligent Visual Information Systems, XR Tools and 3D Drawing.

### Software Engineering and Creative Design

University of Minnesota, Minor in Japanese Studies

## Work Experience

### Software Engineer (Gameplay)

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.

### AI Intern

Hangar 13 | Summer 2021

- ◆ Developed and implemented AI decision-making systems for a multiplayer open-world AAA game, improving both agents behavior and responsiveness.
- ◆ Optimized performance by profiling CPU and GPU usage, debugging logic processing systems, and reducing computational overhead.
- ◆ Diagnosed pitfalls with the reasoning systems, resolving complex pathfinding, dynamic threat assessment, 3D spatial awareness, and behavior tree issues.

## 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.
- ◆ Released and actively maintained post-release, ensuring 99% uptime, monitoring performance, and rolling out updates for 500+ active Discord servers she's in.