Michael Boschwitz

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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!)

Conversationally fluent:
- Japanese
- Godot, SQL, Lua
- Adobe CC/MS Office Suites

Tourist:
- OpenGL, x86, Rust
- 3ds Max, Blender, SFM

Activities

Intermural Volleyball
Jazz Band Drummer
Juggling Club
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

Game 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.

AI Design Intern, Hangar 13, Summer 2021

- ✓ Improved design philosophies for a Multiplayer Open World AAA game.
- ✓ Authored new abilities to better express enemy intent and combat roles
- ✓ Quickly and efficiently diagnosed and solved complex design problems.
- ✓ Evolved classic 2D Bullet Hell mechanics and concepts for 3D gameplay.
- ✓ Maintained a high level of quality in an international and fast paced setting.

Teacher Assistant, University of Minnesota, Fall 2022

- ✓ 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

Projects

UMN Class Projects Highlights

Dynamically Adjustable Motion Captured Data Renderer

VR & 3D Interaction Projects	Water Fluid/Pressure Simulations
VR Impossible Space Puzzler	Data Visualization Generators
Physics & Cloth Simulations	Optimization Projects
Bus Scheduling Simulations	Multi-File Interpreters

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

Most Recent Video Game Development Club Project

High-Speed Hominids
- ❖ Led and oversaw a small team of highly talented game developers.
- ❖ 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