

Michael Boschwitz

🌐 michael.boschwitz.me

✉ mboschwitz@gmail.com

☎ +1.612.804.5799

Dear UMN Design Hiring Team,

Having glanced at my resume, you may be wondering why an award-winning game developer is applying for to be a Teachers Assistant at a school that doesn't even have a game design minor. The answer lies in my deep passion for education and teaching. More importantly, I am eager to use my years of leadership and mentoring experience in a meaningful way, and contribute to students growth. As such, I am eager to contribute to the Universities commitment to educating curious, independent, and adaptable thinkers—preparing students to be leaders in a rapidly changing world.

I hold a Bachelor's degree is in Software Engineering and Creative Design, and have worked professionally as a *Game* Designer for a number of years. In that time I have gained a large amount of experience in subsets of design outside what you might expect. I have professional experience in UI/UX, Technical/System Design, Level Design, etc. Likewise, I have a wealth of applicable experience in leadership, teaching, and mentorship roles. For three years, I served the Vice President of my university's Video Game Development Club, providing feedback, mentoring, putting together workshops, getting guest speakers, and making the club a welcoming environment for both experienced and inexperienced members alike. Additionally, I was a Teaching Assistant in both high-school and university.

While I am aware this position would likely not be related to game design, I still bring a lot to the table in Design, and Media and Representation aspects. Another part of my reasoning for applying, outside my experience lining up, is due to rumblings from people like Professor Finney about a potential Game Design minor. I know for a fact after leading VGDC at UMN that there is a large demand on campus already, and we are falling behind other schools. Regardless, I welcome the chance to discuss how my technical skills and design experience align with the schools needs. Thank you for your time and consideration—I look forward to hearing from you soon.

Sincerely,

Michael Boschwitz
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