

Michael  
Boschwitz

## 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!)

Con conversationally fluent:

- Japanese
- Godot, CryEngine, Lua
- Adobe/Microsoft Suites

Tourist:

- OpenGL, x86, Rust, Figma
- 3ds Max, Blender, SFM

## 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*

## 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 attacks.

### 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 developed a feature-rich Discord bot using Python and PostgreSQL, enabling customizable auto-responses and server settings.
- ◆ Streamlined database queries and caching to ensure fast response times in any server size, while handling real-time message parsing and dynamic interactions.
- ◆ Deployed and actively maintained post-release, ensuring uptime, performance, and rolling out small feature updates for the 500+ active Discord servers she's in.

## 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