

Michael Boschwitz

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Dear Epic Games Hiring Team,

My name is Michael Boschwitz, and I am a graduate of the University of Minnesota, with a Bachelor's in Software Engineering and Creative Design and a minor in Japanese Studies. I served as an executive in my college's Video Game Development Club, was an intern at Hangar 13, am a Technical/Game Designer at Rubyrshark Games, and I'm currently pursuing professional opportunities, either domestically or expanding my horizons abroad.

While much of my professional experience falls under AI or Technical Design, I still think my programming generalist roots are important. In my free time and at VGDC, I created numerous games projects and software prototypes in the past 5+ years. I joined hackathons and games jams, creating and deployed my own online portfolio from scratch, and even assisted in teaching classes on emerging technology such as VR/XR development. One of my favorite projects, besides my Capstone, was a research paper I wrote on potential applications for LLM's and Genetic Algorithms as a tool to analyze frame-data for statistically optimal balance. You can look at an overview of my projects on my website, and I'd be happy to demo or share anything you're interested in!

<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 and Rubyrshark has really taught me how to deliver consistent results above expectations. My hope now is to find a similar innovative, diverse, and energizing environment that I would thrive in and could topple any problem given to me. One that really prioritizes making great products. I think working at Epic Games 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