

Michael
Boschwitz

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Education

Software Engineering
and Creative Design. BIS

Japanese Studies Minor

University of Minnesota
Minneapolis, MN, USA
May 2023 (expected)

Languages + Skills

Natively fluent:

- C, C++, C#, Java
- Unity, Unreal, Git/Perforce
- (Plus, I make good coffee!)

Con conversationally fluent:

- Python, JavaScript, HTML
- Adobe Photoshop/Premier

Tourist:

- OpenGL, x86, Japanese (N4)
- 3ds Max, Blender, Godot

Activities

Video Game Dev. Club

Jazz Band Drummer

Intermural Soccer

Juggling Club

Ask Me About

My love for *Games/Technology*

What I've been *Reading*

Some of my favorite *Movies*

Almost anything *Musical*

The places I want to *Travel*

Work Experience

AI Design Intern, Hangar 13: Summer 2021

- ✓ Used a proprietary engine to work on an unannounced AAA game.
- ✓ Authored new abilities while enhancing existing enemies and combat roles.
- ✓ Maintained a high level of quality in a fluid and fast paced setting.
- ✓ Evolved classic 2D game mechanics and concepts for 3D gameplay.

AI + Combat Designer, Rubyshark Games, 2022

- ✓ Lead a small team in enemy creation, concept to implementation.
- ✓ Upgraded existing AI, such as improving pathfinding and awareness
- ✓ Refined combat flow to improve overall player experience and game feel.
- ✓ Developed multiple inter-system assets with a high standard for quality.

Projects

UMN Class Projects Highlights

Dynamically Adjustable Motion Captured Data Renderer

VR & 3D Interaction Projects

VR Impossible Space Puzzler

Physics & Cloth Simulations

Bus Scheduling Simulations

Water Fluid/Pressure Simulations

Data Visualization Generators

Optimization Projects

Multi-File Interpreters

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

Most Recent Personal Game Project

Untitled Multiplayer 3D Movement Shooter

- ❖ 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 game systems.
- ❖ Rigorously maintained both a strong codebase and documentation hub.

Most Recent Video Game Development Club Project

Remnants

- ❖ Led and oversaw a small team of highly talented game developers.
- ❖ Oversaw numerous aspects of the project. Including jobs such as: Sprint/Task Planning, Enemy AI/pathfinding, design overviews, et cetera.
- ❖ Created systems related to difficulty scaling, and player/time progression.

Leadership + Awards

Video Game Development Club Publicity Director

BSA Eagle Scout

Tri-M Music Honor Society

UMN Dean's List