

Michael  
Boschwitz

## Michael Boschwitz

[michael.boschwitz.me](http://michael.boschwitz.me)

[mboschwitz@gmail.com](mailto:mboschwitz@gmail.com)

(+1) 612-804-5799

## Education

Software Engineering  
and Creative Design. BIS  
Japanese Studies Minor

Masters in Computer Science  
Fall 2025 – Spring 2027

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

### Combat/Tech 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.

### Gameplay Engineer, Avalon Corp, June – Nov 2024

- ✓ Brought animation system up to modern 3rd person action game standards.
- ✓ Instituted an animation canceling system for 100+ player game sessions.
- ✓ Upgraded 3C's with input buffers, coyote time, dynamic cameras, and more.
- ✓ Composed a vast suite of abilities and weapons for players and enemies.

### Teacher Assistant (VR/XR), University of Minnesota, 2022/23

- ✓ Boosted students' VR/AR skills, resulting in stronger project outcomes.
- ✓ Demonstrated proficiency and adaptability to accommodate everyone.
- ✓ Left concise and communicative feedback on students' VR/XR projects

### AI Design Intern, Hangar 13, Summer 2021

- ✓ Improved design philosophies for a Multiplayer Open World AAA game.
- ✓ Quickly and efficiently diagnosed and solved complex design problems.
- ✓ Evolved classic 2D Bullet Hell mechanics and concepts for 3D gameplay.

## Projects

Dynamically Adjustable Motion Captured Data Renderer

VR & 3D Interaction Projects

Water Fluid/Pressure Simulations

Physics & Cloth Simulations

Data Visualization Generators

Bus Scheduling Simulator

Multi-File Interpreters

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

### Most Recent Personal Game Project, High-Speed Hominids

- ✓ Integrated both local splitscreen and online multiplayer functionality.
- ✓ Designed and implemented a mechanically deep and robust physics-based movement system, inspired by Source Engine & Titanfall 2 gameplay.
- ✓ Exemplified my 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