

Michael  
Boschwitz

## Michael Boschwitz

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### Education

Software Engineering  
and Creative Design. BIS

University of Minnesota  
Minneapolis, MN, USA  
May 2022 (expected)

### Languages + Skills

Natively fluent:

- C, C++, C#, Java
- Unity, Unreal E4, Git
- (Plus, I make good Coffee!)

Con conversationally fluent:

- Python, JavaScript, HTML
- Adobe Photoshop/Premier

Tourist:

- OpenGL, x86, Japanese
- 3ds Max, Blender, Godot

### Activities

Video Game Dev. Club  
Digital Art Studio  
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.
- ✓ Drafted 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.

### Boating Director, Camp Teko: Summer 2017 - 2019

- ✓ Adapted in a constantly evolving environment full of hazards and caprice.
- ✓ Executed physically demanding lifesaving rescues at the waterfront.
- ✓ Mobilized and directed a team of highly trained specialists and lifeguards.
- ✓ Inspired and taught as a positive influence for all campers.

## Projects

### UMN Class Projects Highlights

Dynamically Adjustable Motion Captured Data Renderer

Multi-File Interpreters

Data Structure Projects

Bus Simulations

Fractal Generators

Compiler Optimizations

Elf64 Projects

Text Rain Simulations

Graph Generators

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

### Most Recent Personal Game Project

Melody's Collision Course

- ❖ Attained goal of creating a 3D "Golf" game build in 3 months.
- ❖ Demonstrated aptitude in physics simulation with an arcade-like feel.
- ❖ Showcases a robust event system in which the last enemy becomes the hole, adding strategic and varying gameplay.

### Most Recent Video Game Development Club Project

Untitled Rhythm Shooter

- ❖ Platformer/Rhythm hybrid game; notes correspond to actions.
- ❖ Oversaw all aspects of project creation. Including jobs such as: Planning and providing tasks, managing assets and pushes, et cetera.
- ❖ Specialized in accomplishing proper 2D physics utilization alongside the critical task of creating consistent movement in the rhythm section.

## Leadership + Awards

Video Game Development Club Publicity Director

BSA Eagle Scout

Tri-M Music Honor Society

UMN Dean's List