Michael Boschwitz

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Dear Santa Monica Studio Hiring Team,

My name is Michael Boschwitz, and I am a graduate of the University of Minnesota, with a Bachelor of Individualized Studies 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, am a former intern at Hangar 13, Freelancer at Rubyshark Games, and I'm currently pursuing professional opportunities in the games industry, either domestically or expanding my horizons abroad.

While much of my professional experience falls under "AI" or "Combat" Design, I still think my game design and game programming generalist roots are important. In my free time and at VGDC, I have created numerous games and prototypes in the past 5+ years. Working on these projects allows me to express and practice my talents in all aspects of game development. I've created anything and everything in these projects; from Pathfinding to Music. Oftentimes, I would end up helping multiple teams prepare games to ship at the club's Demo Day. You can look at an overview of my projects on my website, and I'd be happy to demo or share any games you're interested in that don't have a playable build up yet!

Working in small group settings like VGDC has been immensely fulfilling. However, my time spent working on bigger projects at Hangar 13 and Rubyshark has really taught me how to deliver consistent results above expectations. My hope now is to find a similar creative, diverse, and energizing environment that I would thrive in and could topple any problem given to me. One that really prioritizes making great games first and foremost. I think working at Santa Monica Studio 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

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