

Michael
Boschwitz

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ask me about:

- Almost anything music
- My love for travel
- My two puppies

education

University of Minnesota
Minneapolis, MN

expected graduation

May 2022
Bachelor of Individualized
Studies in Software Development
and Creative Design

languages

- Primary: C#
- Java
 - C
 - Python

activities

- Jazz Band Drummer
- Soccer Team
- Juggling Club
- Digital Art Studio
- Video Game Dev. Club
- Pit Orchestra Perc.

favorite things

- Doodling
- Mint Choc. Ice Cream
- Wintergatan
- New Zealand
- Radiohead
- Hitchhikers Guide
to the Galaxy

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projects

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

Personal Projects

Melody's Collision Course (Unity)

- Complex 3D Physic Based "Golf" game.
- Heavily focused on physics simulation and creating a arcade-like feel.
- Last enemy becomes the hole, adding dynamic and strategic gameplay.
- Levels and physics are based in a 3D world space, while the game features an isometric top-down view of the board.

Video Game Development Club

Untitled Rhythm Shooter (Unity)

- Inspired by My Friend Pedro, and the main character in Guns Akimbo.
- Part Platformer, part rhythm game. Each note is linked to an action.
- Heavily focused on understanding proper 2D physics utilization and importance of consistent movement and timing in the rhythm section.

UMN Class Projects Highlights

File Interpreter (C)

- Takes data from file and user input and coverts data from either text, binary, or 4bit and creates a graph or a Binary Tree.

Data Structure Projects (Java, C)

- Created/Implemented a Linked lists and Array lists as methods for sorting and storing data on celestial bodies/stars, info on earthquakes, and text file data.
- Created/Implemented a searchable Binary Tree/Hash Map for a classes data.

Bus Simulation (Java)

- A basic sim of a bus system with multiple bus rider events done using queues.

work experience

Boating Director at Camp Teko | Summer 2017, 2018, 2019

- Being prepared to perform emergency rescues at the waterfront.
- Providing a positive role model for all campers.
- Directing and coordinating boating specialist or lifeguards.

Barista at Starbucks | August 2017 - September 2018

- Providing fast and reliable services on an efficient basis.
- Keeping a positive attitude while being warm and friendly face.

leadership

Video Game Development Club Publicity Director

- Connect with people both inside and outside of UMN VGDC with the goal of community growth and the expansion of experience and knowledge.

BSA Eagle Scout

- Organize and lead in the creation of three paver pads, while maintaining the pre-existing aesthetic for Eagle Scout Project.

Tri-M Music Honor Society Member

- Encourage community engagement with a focus on music.