****Dear [Company Name] Hiring Team,

**Michael Boschwitz**

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My name is Michael Boschwitz, and I am a Senior at the University of Minnesota. My current focus is a Bachelor of Individualized Studies in Software Engineering and Creative Design, I serve as an executive in my college’s Video Game Development Club, former intern at Hangar 13, Freelancer at Rubyshark Games, and my goal post graduation is to make games for a living. I'm currently pursuing professional opportunities in the industry, alongside gauging interest in some of my projects.

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 my University’s Video Game Development Club I have created numerous games and prototypes in the past 4+ years. Working on these projects allows me to express my creative side in all aspects of game development, not just AI. I've created anything and everything in VGDC projects, from the Art and Music to Dialogue Systems! 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!

<https://michael.boschwitz.me/>

Working in a small group setting 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 [Company Name] 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