****Dear PlayStation Studios Hiring Team,

**Michael Boschwitz**

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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, BSA Eagle Scout, Freelancer at Rubyshark Games, and I'm currently pursuing professional opportunities in the industry, either domestically or expanding my horizons abroad.

While much of my professional experience falls under "AI" or "Combat" Design, I still think my leadership skills in game development 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 allowed me to challenge and improve my talents for leadership in all aspects of game development. I've lead teams in the creation of anything and everything for every phase of the projects; from Pathfinding to Music. Oftentimes, I would end up helping multiple teams prepare games to ship at the club’s Demo Day, due to my experience and breadth of knowledge.

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 could really put my game development and leadership skills to use. One that really prioritizes making great games and engaging players. I think working at PlayStation Studios 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