

# **Internetマイケル・バシュウィッツ**

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**教育**

ソフトウェア⼯学

そしてクリエイティブ  
なデザイン。ビス

⽇本研究副専攻テ

ミネソタ⼤学ミネアポリ

ス、ミネソタ州、⽶国

## **⾔語 + スキル**

ネイティブで流暢：

- C、C++、C#、Java、Python、

- JS、HTML、ビジュアルスクリプト

- Unity、Unreal、Git/Perforce   
(さらに、おいしいコーヒーを作ります!)

会話型：

- ⽇本語

- Godot、CryEngine、SQL、Lua

- Adobe CC/MS Office スイート

観光客：

- OpenGL、x86、Rust、Figma

- 3ds Max、Blender、SFM

## **活動内容**

校内バレーボール

ジャズバンドのドラマー

ジャグリングクラブ

格闘ゲーム部

## **職務経験**

### **AIインターン、**Hangar 13、2021年夏

* 多人数参加型オープンワールドAAAゲームのデザイン哲学を改善。
* 敵の意図や戦闘の役割をよりよく表現するための新しい能力をオーサリング。
* 複雑なデザイン上の問題を迅速かつ効率的に診断し、解決。
* 古典的な2Dバレットヘルのメカニクスとコンセプトを3Dゲームプレイ用に進化させた。
* 国際的でペースの速い環境で、高いクオリティを維持。

### **教師アシスタント(VR/XR)、**ミネソタ⼤学、2022 年秋

* VR/AR に関する学⽣の幅広い知識の拡⼤を促進しました。
* あらゆる⼈に対応できる熟練と適応⼒を⽰します。
* 学⽣の VR/AR プロジェクトについて、簡潔でコミュニケーション⼒の⾼いフィードバックを残しました。

### **テクニカルデザイナー、**Rubyshark、2022 年 - 現在

* チームを率いて多数の異なる敵を作成し、最後まで提案を進めます。
* 既存の AI を⼤幅にアップグレードし、経路探索と認識を向上させました。
* 全体的なプレイヤーエクスペリエンスとゲーム感覚を向上させるために戦闘フローが洗練されました。
* より良いバランスと満⾜感を得るために、意図された敵のカウンタープレイを多様化しました。

## **プロジェクト**

### **UMNクラスプロジェクトのハイライト**

|  |  |
| --- | --- |
| 動的に調整可能なモーション キャプチャ データ レンダラー | |
| VR および3D インタラクション プロジェクト | ⽔の流体‧圧⼒シミュレーション |
| VR Impossible Space パズル 物理学 | データ視覚化ジェネレーター |
| および布地シミュレーション バス ス | 最適化プロジェクト |
| ケジュール シミュレーション | マルチファイルインタープリタ |
| すべてのプロジェクトのより包括的なリストは私のウェブサイトにある。 | |

## **リーダーシップ＋受賞**

ビデオゲーム開発クラブ副社⻑VP 　 立命館大学衣笠 SKP

BSAイーグルスカウト 　Tri-M ⾳楽名誉協会 UMN 学部⻑リスト

1ビットジャム2023 優勝  
Algorithm, Big Data, Classification, Clustering, Data Mining, Data Scientist, Decision Trees, Modeling, Prediction, Forecasting, Quantitative, R, R Programming, SQL, SQL Programming, MySQL, Random Forest, Database, Machine Learning, Overfitting, Regression, Statistics, Training, Testing, AI, Artificial Intelligence, Data Analysis, Data Science, Data Visualization, Quantitative Analysis, Time Series, Data Pipelines, Deep Learning, Neural Network, Autoregression, AR, MA, ARIMA, Bagging, Boosting, Bootstrapping, Confusion Matrix, Cross Validation, Database, Dataset, Dplyr, Factor Analysis, goodness of fit, AIC, Holdout Sample, Holt-Winters, Holt Winters, Impute, K-means, Knn, Regression, Maximum Likelihood, Multivariate Analysis, Pattern Recognition, Polynomial Regression, Data Science, Data Analyst, Data Modeling, Standardized Error, Bayes Theorem, Cross-Validation, Econometrics, Gradient Boosting, quantitative, RStudio, Git, Tableau, PowerBI, Power BI, Python, SuperLearner, Linear Modeling, Polynomial Modeling, Quadratic Modeling, NLP, Natural Language Processing, ML, Machine Learning, Games, Technical, Game Development, Virtualization, Software Development, Prototype Design, User Interface Design, Scripting, Gameplay Design, Computer Science, Game Design, Mentoring, Innovation. Communication Skills, Collaboration, Back End, English Speaking, Vertical slice, Curiosity, Kindness, Positive, Professional, Can-do Attitude, Artists, Engineers, Product Managers, Collaborate, Game Feature Designs, Monetization Strategies, free-to-play, mobile games. Shipped multiple games, design role, Concept to Live Operations, Tune and balance, Monetization Systems, Qualitative/Quantitative, Play-testing, source control, bug databases, project management suites, creative vision, game features, gameplay systems, challenge, delight, players, driving long-term retention and monetization, Collaborate with the team, phases of development, production and product management, scope, prioritize, high quality levels, Drive live operations, developing plans, deploying, live initiatives, World-class communication skills, with proven ability, effective design documentation, Great teammate who can, engineers, game development, marketers, artists, writers, data scientists, producers, thinkers, doers, professional, publishing, stewards, critically-acclaimed franchises, ongoing development, high-quality raid and dungeon content, creative design, technical implementation, attention to details, balance and polish, translate game concepts, raids, dungeons, encounters, immersive player experience. Play styles, inclusive, increase retention, communicate ideas, cross-functionally, solicit feedback, support, game encounter design, development, polished feature, Coordinate, environment art, level design, narrative, teams, cohesive encounters, story, environmental details, Game development experience, content creation experience, encounter design, level design, Communications skills, comprehensive documentation, collaboratively cross-functionally, Knowledge, understanding, and familiarity, Universe, Lore, Scenario design. Motivate and reward gameplay, strengthen core value, Gameplay First, Leading multidisciplinary teams, Story through gameplay, POIs, gameplay scenario. Communicating design vision, aligning vision, feedback, different player types, iterative gameplay first team, self-motivated, strong work ethic, Leading teams, AAA, open-world, multiplayer, spaces, multiplayer gameplay spaces, partner, from concept to completion, safe space, creativity, multi-disciplines, Experience, Gameplay puzzles. Significant scripting and prototyping experience, first person, third person, passionate game developer, a good human being, new IP, PC/Console, Lead, POI, Game Designer, Drive, Creation, Outstanding, FPS gameplay experiences, survival genre. Ideal candidate, deep understanding, content, gameplay, level design, scenario design, motivate and reward, engagement, Lead Building Designer, vision holder, best-in-class, building, accountability, back-of-the-box feature, building pieces, empower players, microscopic focus, game-feel, interaction, thousands of times, cross-disciplinary, clear goals, holding implementation, complex systems, candor, development of pipelines, compelling content, Pitching game design concepts, detailed manner, strong written and verbal skills, streamlining, iteration cycles, defining goals, curating feedback, action items, launch, live environment, multiple teams, game engines, Unreal, Unity, CryEngine, Source, Blueprint, Lua, Visual Scripting, math, combat design, content design, live ops, or tools development, variety of video game genres and titles, Research, women, members of other under-represented groups, meet every qualification, diverse, inclusive, gameplay features, established framework, implement modifications, reorganizations, extensions, optimizations, existing code base, scheduling feedback, rapid prototyping, iteration, new features, new systems, innovations, industry, debugging skills, Unreal Engine 4, Unreal Engine 5, 3D math skills, Self-motivated, making games, complex technical issues, Good communication skills, 3+ years industry experience, 4+ years industry experience, 6+ years industry experience, 7+ years industry experience, 8+ years industry experience, 9+ years industry experience, Good instincts for game design, fun gameplay, innovative gameplay, multiplayer/online features, creative vision, game features, deploying live initiatives, targeted KPIs, 5+ years of game design experience, card-collecting, card-battling, deck-building games, Bachelor's degree, relevant work experience, Expert-level understanding, game economies, data analysis, back-end environments, self-expression, embraces collaboration, proven leadership experience, strong background in game design, critical thinking, analysis, outstanding people skills, boundless creativity, player experience, emerging industry trends, leading a development team, successful completion, experience shipping, large-scale projects, survival game, Encounter Designer, several years of experience, designing and scripting AI, complicated game world, assessing risks, rapidly prototyping, AI interactions, new encounters, Script and implement, creature behavior, complex game world, Assist other teams, spawning, loot, combatcompelling encounters, Excellent communication, problem-solving skills, Self-motivated, strong initiative, Extensive experience, sound, audio engineering, audio engineer, Game Genres, ARPG/MMORPG, Survival, Action Games, Platform Games, Platformers, Shooters, Fighting, Beat ‘Em Up, Stealth, Survival, Rhythm, Battle Royale, Action-adventure, Survival Horror, Metroid Vania, Metroidvania, Adventure, Text Adventure, Graphic Adventure, Visual Novels, Interactive Movie, Real-time 3D Adventures, Puzzle, Breakout clone game, Logical game, Physics Game, Coding Game, Trial-and-Error, Exploration, Hidden Object, Reveal the Picture, Tile-Matching, Arcade, Traditional Puzzle, Puzzle-Platforming, RPG, Role-playing, Action Role Playing Game, MMORPG, Massively Multiplayer Online Role-playing game, Rougelikes, Rougelite, rouge-like, rouge-lite, Tactical RPG, tactical role-playing game, Sandbox RPG, JRPG, Western, Western RPG, Japanese Role-playing Game, Sandbox, Sandbox Game, Sandbox Role-playing Game, Monster Tamer, FPS RPG, First Person Party-based RPG, Simulation, Construction, Management, Life Simulation, Vehicle Simulation, Sim, Strategy, 4X Game, Artillery Game, RTS, Auto Battler, Auto Chess, MOBA, Multiplayer Online, Battle Arena, ARTS, Action Real Time Strategy, Real-Time Strategy, RTT, Real-time Tactics, Tower Defense, TBS, Turn-based Strategy, TBT, Turn-based Tactics, Wargame, Grand Strategy Wargame, Sports, Racing, Sports game, Competitive, Sports-based Fighting, MMO, Massively Multiplayer Online Game, Board Game, Card Game, Casino Game, Casual Game, digital Collectible Card Game, Gacha Game, Horror Games, Idle Games, Logic Games, Party Games, Photography Games, Programming Games, Social Deduction Games, Trivia Games, Typing Games, Advergame, Art Game, Christian Games, Educational Games, Esports, Exergame, Fitness Game, Personalized Games, Serious Games, Open-world, Open-zone, linear-world, open-world game, metaverse, social space, creative sandbox, First Person, Third Person, Fantasy, Science Fiction, Sci-Fi, Dystopian, Utopian, Future, Past, Alternative, Minigames, ARG, Third-person shooter, 3rd person shooter, 1st person shooter, Escape games, Browser games, Award-winning, Cinematic, Soulsborne, souls-like, dynamic, exclusive, gone gold, immersive, high-octane, procedural generation, ChatGPT, AI Generation, AI Assisted, Artificial Intelligence, Infinite Possibilities, Remastered, remake, retro-inspired, spiritual successor, streamlined, awards, E3, Virtual Reality, Augmented Reality, VR, AR, VRMMO, AR Game, Linux, Tensorflow, Embedded Systems