Michael Bosik

Game Developer and Full Stack Developer - michaelbosik.com

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EXPERIENCE

Tracelink, North Reading, MA — *Quality Assurance Intern*

May 2019 - August 2019

Team application development for the TraceLink platform. Learned reactive programming as well as file authentication with AWS.

WPI Web Department, Worcester, MA — *Full Stack Developer*

October 2019 - Present

Development on the WPI official website in terms of bug–fixes, design implementations, and functionality corrections.

Code Ninjas, Trumbull, CT — *Lead Sensei (Camp Director)*

May 2018 - August 2018

Lead a team of counselors for summer camps for children ages 7–13. Created curriculum and taught children mechanics of programming in Scratch and Javascript as well as 3D modeling and Web Design topics.

WPI Global Lab, Worcester, MA — *Technology Trainer*

February 2019 - September 2019

Set up and tested new equipment such as cameras, microphones, VR, and video editing software. Trained users how to use equipment in preparation for their study abroad projects.

Scapegoat Studios, Worcester, MA — *Game Developer*

May 2020 - August 2020

Unity development using procedural generation for infinite runner

EDUCATION

Worcester Polytechnic Institute, Worcester MA — *BS*

September 2017 - May 2021

Computer science major and interactive media and game development minor.

ORGANIZATIONS

Beta Theta Pi — *VP of Recruitment*

Leadership in coordination and management of the recruitment branch in the WPI chapter. Social relationship building, marketing, public image

AWARDS

Google Tech Challenge first place at WPI

Wentworth Hackathon Winner for software using Spotify API

PROJECTS

Personal Web Portfolio created from scratch using web development libraries – michaelbosik.com

Network Latency Compensation Game as capstone sponsored by Google Stadia made in Unreal Engine

Mario Level Generator using Markov Chain generation written in Java

Alone **Unity Game** created for WPI 2019 Hackathon. Written in C# using Unity Engine

SKILLS

Programming concepts such as full stack, networks, data mining, and AI

Game development using Unity, Unreal Engine, Gamemaker 2, Dragonfly

Proficient in Videography/ Photography

PROGRAMMING LANGUAGES

Java, Javascript (Node.JS, React, Three.js), C/C++, C#, Python, HTML/ CSS, Ruby, JQuery, WebGL/OpenGL, Git, Blueprints