

Michael Bosik

Game Developer and Full Stack Developer - michaelbosik.com

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EXPERIENCE

The MITRE Corp, Bedford, MA — Associate UX Engineer

July 2021 - December 2021

Conceptualized, prototyped and engineered front end designs and functionalities of government related projects. Full stack using ReactJs, research and development using multiple cloud data platforms.

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 - December 2020

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

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 and design concepts such as full stack, networks, UI/UX 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