Michael Gebhart

Gameplay Programmer

Team player with a focus on C++ and Unreal Engine. Professional game development experience with UE 3, 4 and 5.

Motivated to learn new skills and build on my C++ skills to later lead technical teams myself.

Inspired to make games reaching all kinds of players worldwide!

Portfolio: www.michael-gebhart.com · **GitHub**: www.github.com/m-gebhart
Mail: mail@michael-gebhart.com · **LinkedIn**: www.linkedin.com/in/m-gebhart

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WORK EXPERIENCE

09/2023 - present	**Abstraction Games B.V.** - Valkenswaard, NL (Remote) Jr. Programmer resuming work on said UE3 online multiplayer project • Used C++, UC, Kismet and Flash, AS, Scaleform to further improve UI: ○ Redesign of character selection screens in accordance with design team to meet specific publisher requests. ○ Finalized voice UI system in collaboration with the engine team. ○ Extended Kismet scripts to improve tutorial UI guidance. • Worked with JSON files to bugfix data-driven hero and skill system.
03/ – 07/2023	**Abstraction Games B.V.** - Valkenswaard, NL (Remote) C++ Programming Intern for an online multiplayer project • Joined the core programming team to revitalize a UE3 game. • Developed UI systems with C++, UC and Flash, AS, Scaleform: ○ Redesign of menu and HUD elements (e.g., voice UI and shield system). ○ Console UI navigation improvements by extending functionalities of footer action bar (e.g., providing new options for updating widget positions as well as creating basic animations for button prompts). ○ New HUD skill status indications.
11/2020 – 12/2022	**Macromedia University of Applied Sciences** - Cologne, GER Student Assistant for Game Design • Assistance for Game Design & Development study programme. • Event management, coordinating communication to industry and students, acquisition and introduction of new lecturers. • Teaching subjects of Game Engines, Coding and Portfolio Production.
11/2020 – 03/2021	**Adventure Works LLC** - Miami, US (Remote) Gameplay Programming Intern for "Far Away" • Used C++ and Unreal Engine 4 (later UE 5) to assist the development of a side-scrolling narrative action game. • Supporting the core gameplay team with rapid prototyping, bugfixing, gameplay features and in-engine level design tools.

EDUCATION

09/2018 – 08/2023	**Cologne Game Lab** at Cologne University of Applied Sciences (TH Köln) BA Digital Games - Game Programming

ACADEMIC TEAM PROJECT EXPERIENCE

The Big Banger (2021)

Mobile AR Educational Game

Gameplay Programmer · Team of Six · Unity, C#, AR Foundation

- Implemented player feedback systems (e.g., movement, audio, UI).
- Designed control systems (i.e., translating 2D touch input to a 3D space).

Mayhaemsters (2020)

Local Multiplayer Action Game

Producer, Gameplay Programmer · Team of Five · Unreal Engine 4, C++

- Pitched initial concept.
- Team management by overseeing tasks and deadlines.
- Co-Implemented game systems (e.g., input, vehicle movement, animation, audio, UI).

Underground Berlin (2020)

Alternate Reality Game

JavaScript Programmer, Web Designer · Team of Four · HTML / CSS, JavaScript

- Scripted static and dynamic websites as part of connected puzzle games.

A Dystopian Murder Show (2019)

Action Platformer

Gameplay Programmer · Team of Five · Unity, C#

- Created majority of game systems (e.g., controls, combat, UI, animations).
- Polished game for release on itch.io.

SKILLS

Technical Experiences:

- C++, C#
- JavaScript, HTML / CSS, ActionScript, Scaleform, UnrealScript
- Unreal Engine 3 - 5, OpenGL, Unity, FMOD, Rider, Adobe Animate
- Git, Perforce
- Vegas Movie Studio, MS Office Suit, Jira

Languages:

German (native), English