

# MICHAEL GEBHART

Gameplay Programmer

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**Address:** **full address on request** Cologne, Germany

**Occupation:** Student

**Born:** 19.09.1998 in Kandel (RP), Germany

**Nationality:** German

## WORK EXPERIENCE

11/2020 - present **Hochschule Macromedia** – University of Applied Sciences (Campus Köln)  
Working Student for **Design, Game Design**

11/2020 – 03/2021 **Adventure Works**  
**Gameplay Programming** Intern (Remote Position)

## EDUCATION

09/2018 – present **Cologne Game Lab** at Cologne University of Applied Sciences (TH Köln)  
BA Digital Games; Specialization of Focus: **Game Programming**

2018 **A-Levels / Abitur** in Wörth (Rhein), Germany;  
Subjects of Focus: **Computer Science, Physics, English**

## PROJECT EXPERIENCE

**Mayhaemsters** (2020) **Producer, Co-Programmer**, Team of Five, Unreal Engine 4 / C++ and BPs  
Multiplayer Action

- Creating initial game design concept, overseeing tasks and deadlines
- Implementing and iterating on UI, animation and movement systems

**Underground Berlin** (2020) **JavaScript Programmer, Web Designer**, Team of Four, HTML / CSS / JS  
Alternate Reality Game

- Creating and scripting static and interactive websites

**Blinded** (2020) **Audio- and Animation Programmer**, Team of Seven, Unity / C#  
Puzzle Adventure

- designing initial concept
- Implementing SFX, animation and adaptive music (FMOD)

**A Dystopian Murder Show** (2019) **Gameplay Programmer**, Team of Five, Unity / C#  
Action Platformer

- Implementing major game logic and systems, e.g. controls, combat, UI

## SKILLS

**Technical Experiences:**

- Languages: C#, C++, JavaScript, HTML / CSS, PHP / SQL / MySQL
- Software: Unity, Unreal, FMOD, Visual Studio, VCS (Git, Perforce Helix Core)
- Other: Video Editing (Vegas Movie Studio), MS Office Suit, OpenOffice, Jira

**Soft Skills:** Project Management, Communication, Flexibility, Working Under Pressure

**Languages:** German (Native), English