Michael Gebhart

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EDUCATION

2018	**A-Levels** in Wörth (Rhein), Germany; Subjects of Focus: Computer Science, Physics, English
09/2018 - present	**Cologne Game Lab** at Cologne University of Applied Sciences (TH Köln) BA Digital Games, Game Programming

PROJECT EXPERIENCE

A Dystopian Murder Show
Action Platformer
11/2018 – 02/2019

Gameplay Programmer, Team of Five, Unity / C#
- Implementing major game logic and systems, such as controls, combat, enemy behaviour, UI and animations

Blinded
Puzzle Adventure
05 – 07/2019

Audio- and Animation Programmer, Team of Seven, Unity / C#
- Pitching initial design concept
- Implementing animations with Unity's animation system
- Scripting SFX and adaptive music with FMOD

Showrunners
Mobile Action Platformer
09 – 12/2019 (on hold)

Producer, Animation Programmer, Team of Nine, Unity / C#
- Hosting meetings, overseeing tasks, guiding colleagues through individual working processes and communication with third parties
- Programming animations allowing individual customizations

Underground Berlin
Alternate Reality Game
12/2019 – 02/2020

JavaScript Programmer, Web Designer, Team of Four, HTML / CSS / JS
- Creating static and interactive websites with Jekyll and JavaScript designed with basic HTML and CSS

Mayhæmsters
Action Multiplayer Game
04/2020 – present

Producer, Co-Programmer, Team of Five, Unreal Engine 4 / C++ and BPs
- Pitching initial design concept
- Implementing and iterating on UI, animation and movement systems

SKILLS

Technical: C#, C++, JavaScript, HTML / CSS, Jekyll / Liquid, Unity, Unreal, Git, Visual Studio, FMOD

More: Video Editing (Vegas Movie Studio), MS Office Suit, OpenOffice, GitHub

Languages: German (Native), English