

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 general 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

WORK EXPERIENCE

09/2023 - present

Abstraction Games B.V. - Valkenswaard, NL (Remote)

Jr. Programmer resuming work on said UE3 online multiplayer project

- Worked on data-driven JSON files to bugfix existing hero and skill system.
- Used C++, UC, Kismet and Flash, AS, Scaleform to further improve UI:
 - Redesigned 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.

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:
 - Redesigned menu and HUD elements (e.g., voice UI and shield system).
 - Improved console UI navigation 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).
 - Added new skill status indications to HUD.

11/2020 - 12/2022

Macromedia University of Applied Sciences - Cologne, GER

Student Assistant for Game Design

- Assisted 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)	Gameplay Programmer • Team of Six • Unity, C#, AR Foundation
Mobile AR Educational Game	<ul style="list-style-type: none">• Implemented player feedback systems (e.g., movement, audio, UI).• Designed control systems (i.e., translating 2D touch input to a 3D space).
Mayhaemsters (2020)	Producer, Gameplay Programmer • Team of Five • Unreal Engine 4, C++
Local Multiplayer Action Game	<ul style="list-style-type: none">• 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)	JavaScript Programmer, Web Designer • Team of Four • HTML / CSS, JavaScript
Alternate Reality Game	<ul style="list-style-type: none">• Scripted static and dynamic websites as part of connected puzzle games.
A Dystopian Murder Show (2019)	Gameplay Programmer • Team of Five • Unity, C#
Action Platformer	<ul style="list-style-type: none">• Created majority of game systems (e.g., controls, combat, UI, animations).• Polished game for release on itch.io.

SKILLS

Technical Experiences:	<ul style="list-style-type: none">• 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
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Languages:	German (native), English
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