
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	Gameplay Programmer , Team of Five, Unity / C#
Action Platformer	• Implementing major game logic and systems, such as controls, combat, enemy behaviour, UI and animations
11/2018 – 02/2019	
Blinded	Audio- and Animation Programmer , Team of Seven, Unity / C#
Puzzle Adventure	• Pitching initial design concept
05 – 07/2019	• Implementing animations with Unity's animation system
	• Scripting SFX and adaptive music with FMOD
Underground Berlin	JavaScript Programmer , Web Designer , Team of Four, HTML / CSS / JS_
Alternate Reality Game	• Creating static and interactive websites with Jekyll, JavaScript, HTML and CSS
12/2019 – 02/2020	
Mayhæmsters	Producer , Co-Programmer , Team of Five, Unreal Engine 4 / C++ and BPs
Action Multiplayer Game	• Pitching initial design concept, overseeing tasks and deadlines
04/2020 – present	• Implementing and iterating on UI, animation and movement systems

SKILLS

Technical Experiences:

- Languages: C#, C++, JavaScript, HTML / CSS, Jekyll / Liquid
- Software: Unity, Unreal, FMOD, Microsoft Visual Studio, Git

Other Software: Video Editing (Vegas Movie Studio), MS Office Suit, OpenOffice

Languages: German (Native), English