Michael Gebhart

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www.michael-gebhart.com

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,
11/2018 – 02/2019	combat, enemy behaviour, UI and animations
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
Showrunners	Producer, Animation Programmer, Team of Nine, Unity / C#
Mobile Action Platformer	 Hosting meetings, overseeing tasks, guiding colleagues through
09 – 12/2019 (on hold)	individual working processes and communication with third parties
	Programming animations allowing individual customizations
Underground Berlin	JavaScript Programmer, Web Designer, Team of Four, HTML / CSS / JS
Alternate Reality Game	 Creating static and interactive websites with Jekyll and JavaScript
12/2019 – 02/2020	designed with basic HTML and CSS
Mayhæmsters	Producer, Co-Programmer, Team of Five, Unreal Engine 4 / C++ and BPs
Action Multiplayer Game	Pitching initial design concept
04/2020 – present	 Implementing and iterating on UI, animation and movement system

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