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# Michael Gebhart

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[www.michael-gebhart.com](http://www.michael-gebhart.com)

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## EDUCATION

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

## PROJECT EXPERIENCE

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

## SKILLS

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**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