

MICHAEL GEBHART

Gameplay Programmer

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Address: (full address on application only) Cologne, Germany

Occupation: Student

Born: 19.09.1998 in Kandel (RP), Germany

Nationality: German

EDUCATION

09/2018 - present **Cologne Game Lab** at Cologne University of Applied Sciences (TH Köln)
BA Digital Games, **Game Programming**

2018 **A-Levels / Abitur** in Wörth (Rhein), Germany;
Subjects of Focus: **Computer Science, Physics, English**

PROJECT EXPERIENCE

Mayhaemsters **Producer, Co-Programmer**, Team of Five, Unreal Engine 4 / C++ and BPs
Multiplayer Action

- Pitching initial design concept, overseeing tasks and deadlines

04 – 09/2020

- Implementing and iterating on UI, animation and movement systems

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

Blinded **Audio- and Animation Programmer**, Team of Seven, Unity / C#
Puzzle Adventure

- Pitching initial design concept

05 – 07/2019

- Implementing SFX and adaptive music with FMOD and animations

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

SKILLS

Technical Experiences:

- Languages: C#, C++, JavaScript, HTML / CSS, PHP / SQL / MySQL, Jekyll / Liquid
- Game Engines (Unity, Unreal), Audio Plugins (FMOD), Visual Studio IDE, VCS (Git), Networking

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

Soft Skills: Project Management, Communication, Flexibility, Working Under Pressure

Languages: German (Native), English