Michael Gebhart

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EDUCATION

2018	**A-Levels** in Wörth (Rhein), DE; Focus on: 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
11/2018 – 02/2019

Gameplay Programmer, Team of Five, Unity

- Implemented major game systems, such as controls, combat, enemy behaviour, UI and animations

Blinded
05 – 07/2019

Audio and Animation Programmer, Team of Seven, Unity

- Created the pitch of the fundamental design concept
- Created animations in Unity's animation system
- Scripted adaptive music with FMOD

Unannounced Mobile Game
09/2019 – present

Producer, Animation Programmer, Team of Nine, Unity

- Communication to external parties
- Guiding colleagues through individual working processes
- Hosting meetings, creating documents and overseeing tasks, deadlines and more
- Programming Support and Animation Programming

Underground Berlin (ARG)
12/2019 – present

JavaScript Programmer, Web Designer, Team of Four, HTML / CSS / JS

- Creating static websites with Jekyll and JavaScript

SKILLS

Technical: C#, C++, JavaScript, HTML / CSS, Jekyll, Unity, Unreal Engine, Git / GitHub, Visual Studio, FMOD

More: Video Editing (Vegas Movie Studio), MS Office Suit, OpenOffice, HacknPlan

Languages: German (Native), English