
MICHAEL GEBHART

Gameplay Programmer

www.michael-gebhart.com • +49 151 282 400 91 (mobile)

gamedev.gebhart@gmail.com • linkedin.com/m-gebhart • github.com/m-gebhart

Address: Sachsenring 26, 50677 Cologne, Germany

Occupation: Student

Born: 19.09.1998 in Kandel (RP), Germany

Nationality: German

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	<ul style="list-style-type: none">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	<ul style="list-style-type: none">Pitching initial design conceptImplementing animations with Unity's animation systemScripting SFX and adaptive music with FMOD
05 – 07/2019	
Underground Berlin	JavaScript Programmer, Web Designer , Team of Four, HTML / CSS / JS_
Alternate Reality Game	<ul style="list-style-type: none">Creating static and interactive websites with Jekyll, JavaScript, HTML and CSS
12/2019 – 02/2020	
Mayhaemsters	Producer, Co-Programmer , Team of Five, Unreal Engine 4 / C++ and BPs
Action Multiplayer Game	<ul style="list-style-type: none">Pitching initial design concept, overseeing tasks and deadlinesImplementing and iterating on UI, animation and movement systems
04/2020 – present	

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
