
MICHAEL GEBHART

Gameplay Programmer

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Address: Sachsenring 26, 50677 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
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2018	A-Levels in Wörth (Rhein), Germany; Subjects of Focus: Computer Science , Physics , English
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PROJECT EXPERIENCE

Mayhaemsters Multiplayer Action 04/2020 – present	Producer, Co-Programmer , Team of Five, Unreal Engine 4 / C++ and BPs <ul style="list-style-type: none">Pitching initial design concept, overseeing tasks and deadlinesImplementing and iterating on UI, animation and movement systems
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Underground Berlin Alternate Reality Game 12/2019 – 02/2020	JavaScript Programmer, Web Designer , Team of Four, HTML / CSS / JS_ <ul style="list-style-type: none">Creating static and interactive websites with Jekyll, JavaScript, HTML and CSS
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Blinded Puzzle Adventure 05 – 07/2019	Audio- and Animation Programmer , Team of Seven, Unity / C# <ul style="list-style-type: none">Pitching initial design conceptImplementing animations with Unity's animation systemScripting SFX and adaptive music with FMOD
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A Dystopian Murder Show Action Platformer 11/2018 – 02/2019	Gameplay Programmer , Team of Five, Unity / C# <ul style="list-style-type: none">Implementing major game logic and systems, such as controls, combat, enemy behaviour, UI and animations
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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