MICHAEL GEBHART

Gameplay Programmer

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Address: (full address on application) *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

Multiplayer Action

04 – 09/2020

Producer, Co-Programmer, Team of Five, Unreal Engine 4 / C++ and BPs
- Pitching initial design concept, overseeing tasks and deadlines
- Implementing and iterating on UI, animation and movement systems

Underground Berlin

Alternate Reality Game

12/2019 – 02/2020

JavaScript Programmer, Web Designer, Team of Four, HTML / CSS / JS
- Creating static and interactive websites with Jekyll, JavaScript, HTML and CSS

Blinded

Puzzle Adventure

05 – 07/2019

Audio- and Animation Programmer, Team of Seven, Unity / C#
- Pitching initial design concept
- Implementing SFX and adaptive music with FMOD and animations

A Dystopian Murder Show

Action Platformer

11/2018 – 02/2019

Gameplay Programmer, Team of Five, Unity / C#
- Implementing major game logic and systems, such as controls, combat, enemy behaviour, UI and animations

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